SNS-F4-USA-1

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING:
PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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FINAL FANTASY II

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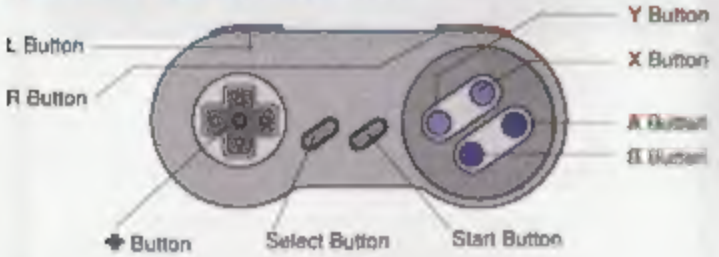
How to Start the Game

Parts of the Controller



New Game / Continue

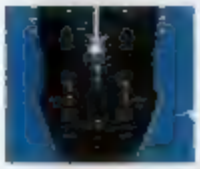
Starting a New Game

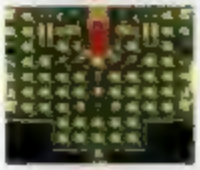
Place the Final Fantasy II cartridge properly in your Super NES and turn the power on. The title screen shown on the left will appear. Press the A Button, and the Save screen shown below will appear. If you wish to start a new game, place the cursor on "New Game" at the top, and press A. The opening sequence will begin.

Continuing a Game

If you wish to continue a game, press the ✚ Button up/down to place the cursor on the data of your choice, and press A. You should periodically save your game in case it is accidentally turned off. You can continue the game from where you have last saved it.

The Story Begins





Five Airships speed across the sky. The Red Wings, the air force of the Kingdom of Baron headed by Captain Cecil, are on their way back to Baron after completing a mission in Mysidia.

Cecil reflects back on an event which took place only hours ago. Although it was the King's order, Cecil and his men feel guilty about taking the Crystal from the people of Mysidia. But Cecil reminds them all that they are the proud and mighty Red Wings of Baron.

Still questioning the royal command, Cecil brings the Crystal to the King of Baron. He starts to leave, but decides to ask the King of his intentions.

Accused of disloyalty, Cecil is removed from his post in the Red Wings and is ordered to go hunt the Summoned Monster in the Misty Valley to the northwest of Baron. Kain, the captain of the Dragoons, tries to defend his friend. But he too, is ordered to go with Cecil to fight the monster, and to deliver a package to the Village of Mist.

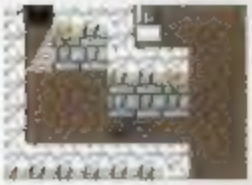
Cecil apologizes to Kain for involving him. But Kain does not blame him. "The King will return you to the Red Wings after this mission," says Cecil before parting.

The A,B,X,Y,R,✚,SelectButton Advances a Message

When a message is long, you can continue to advance it by pressing the A,B,X,Y,R,✚,Select Button.

Take a Look Around in the Castle

Walk around in the castle. If you meet someone, stand in front of him/her and press A to converse. You will hear the soldiers' complaints, and Kain's kind words. As you go out the door and descend a staircase, you will learn about Black Magic. Go back, and descend the other staircase to learn about White Magic. You will also find out about the commands used in battles, and meet assistants of Cid, the airship engineer.

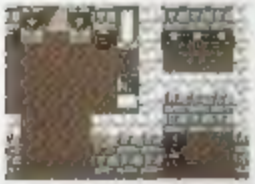


Walking

To make your character walk, press the ✦ Button up, down, right, or left to the direction of your choice. Sometimes, other manipulations are necessary.

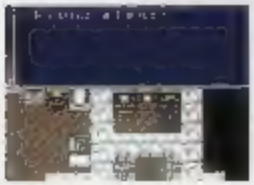
Entering/Exiting Rooms

Normally, you are able to enter rooms by walking right through the door. However, some rooms are sealed. You will be able to enter these rooms as the story progresses.



Doors with a Switch

In castles and town buildings, you may find doors with a switch next to them or switches represented by sword symbols. These doors can be opened by standing in front of the switch and pressing A.

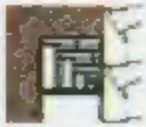


Search in a Chest

When you search a chest, pot, or a shelf, you may discover treasures. Stand in front of the object you wish to search, and press the A Button.

Using the Staircase

Ascending Staircase



Descending Staircase

To move the floor above, stand on an ascending staircase. A descending staircase will take you to the floor below.

Talking to People

When you want to get information from people, stand in front of them and press the A Button. A message will appear on a screen as shown in the photo.

The Hero's Actions Make Things Happen

In this game, your actions determine the progress of the story. New developments will take place as you listen to a special message, or enter a special area.

Rosa, the White Wizard, who is Cecil's childhood sweetheart, appears at this place.

Here, Cid the airship engineer is on the floor above. Cid will see Cecil, call out, and then he'll come down to talk.

Late at night when Cecil is lying in bed, Rosa comes to his room. She is concerned about him, and doesn't want his life endangered.

Morning comes, and it is time for Cecil to begin his journey to the Village of Mist to hunt the Summoned Monster.

Thus the adventure begins...

Beginning the Adventure

After the opening message, Cecil will appear outside the Castle of Baron. From here, you can move the character with your controller. First, let's visit the Town of Baron by the Castle.

Towns

Towns play an important role in the progress of the story. We'll explain the things you can do in towns here.

In the towns, there are Inns to recover your HPs, as well as Shops which sell weapons, armor, and items to equip yourself before starting on your adventure.

The Town of Baron

1. Training Room
2. Inn
3. Item Shop
4. Weapon Shop
5. Armor Shop

Training Room

First, Go to the Training Room

The Training Room is where you'll acquire the knowledge you need for your adventure. Be sure to visit it before you start on your journey. Training Rooms exist not only in the Town of Baron, but in most towns.

Battle Tips

You will learn how to battle monsters. Listen well, and make sure you understand the battle system.

Controller Tips

You will learn about the use of the controller in this game.

Name Change

You can give a new name to the characters you control. Refer to "Renaming Characters" on page 9 for details.

Shops

You will find Inns and various kinds of Shops in the towns. Use these as needed.

Inns

Stay at an Inn to recover HPs and MPs to the maximum, and to heal your condition.

Item Shops

You can buy different items (particularly recovery items) you will need on your journey.

Weapon Shops

Weapons are sold here. Types of weapons may vary depending on stores.

Armor Shops

Depending on the store, you can select various types of armor.

How to Buy and Sell

When you talk to the shopkeeper over the counter, a window will open displaying the "Buy," "Sell" and "Exit" commands. Select the command of your choice and follow the procedures described below.

To Buy

Place the cursor on "Buy" and press A.

Next, decide how many items you want. The cost for the items will be shown. If it's correct, press A.

Finally, select the merchandise with the cursor and execute.

To Sell

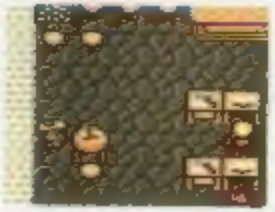
Place the cursor on "Sell" and press A.

The items in your possession will be shown. Place the cursor on the item and press A again.

The selling price will be shown. Press the A Button to sell the item or press B; or, select "No" and press A.

To choose the quantity of items you are buying/selling (a number from 2 to 99), place the cursor on "10" and press the ✦ Button up or down.

Renaming Characters



During the game, you are able to change the characters' names as you wish. When you talk to Namingway who appears in various towns and villages, he'll ask you if you want to change a name. If you do, select "Yes" and press A. Then follow the procedure below.

Name Change Procedure

Select the Character's Name You Want Changed.

Press the ✦ Button right/left. The character will raise his/her hand to indicate the selection. Confirm the selection, and press A.

Enter a New Name.

Place the cursor on "ABC" and press A. The cursor will move to the alphabet window. Select each letter with the cursor, and press A. You may enter up to 6 letters in a name. Press the B Button to cancel a letter.

Select "End" When You Are Finished.

When you have entered a name, press the ✦ Button left to move the cursor to the left window. Select "End" and press A. Repeat the same procedure for any other characters.

Namingway Can Change Character Names

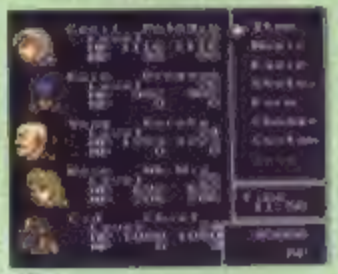
You can change the names of your characters as often as you want by talking to Namingway. He can be found in Training Rooms and Shops, and other unexpected places.

The Menu Screen

Using items and equipping weapons/armor while you're travelling is all done on the Menu Screen. It displays various information about your party. Here, we'll explain how to read the Menu Screen and use the commands. Push X to open and B to close the Menu Screen.

How to Read the Menu Screen

You can find out about all the party members at a glance on the Menu Screen. Check it often, and always be aware of the current party condition. You can also use the commands to obtain more detailed information, and to take different actions.
First, let's go over the basic use of the Menu Screen.



Character Data

The character's conditions are shown at this point. From top left: Name, Occupation, Level and Current HP-Maximum HP. Also special conditions will be shown in symbol form in the Occupation Slot. Symbols slightly from left: Stone, Toad, Small, Pig, Mute, Darkness, Poison and Frost.

Commands

(See Page 11)

Time

The time used up to present. A minimum of 30 to 40 playing hours are required to complete the game.

Money in Possession

The amount of money currently in possession. Use it to buy the best equipment possible.

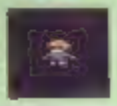
Character Graphics

When your character is turned into a pig or toad or made small, the graphics will change accordingly. However, it does not change under the conditions of Stone, Mute, Darkness, or Poison, so be aware of these symbols.

Toad

Pig

Small



Commands

There are eight types of commands you can use on the Menu Screen. You cannot progress with your adventure smoothly unless you have full understanding of the meaning and use of each command. Here, we'll explain all of them.

1. Item

This command displays the inventory of the items in the party's possession. You may "Use," "Discard," "Sort," or "Change" the item of your choice. There are 46 slots in the list, which let you carry 46 items including weapons/armor. Up to 99 of the same items may be put into a slot.

The items which can be used now are shown in brighter tone. A brief explanation of each item appears upon selection.

Use

Place the cursor on the item and press A twice. You can select whom to use the item on. The condition of the entire party will be shown. Make the selection, and press A.

Discard

Discard or give away all unnecessary items. To discard, place the first cursor on any of the items, and then use the trash can at the bottom of the item list. Place the second cursor on the trash can, and press A. Clean up your list before it gets too full.

Sort

To save space on the list, items of the same kind can be put into one slot. Select "Sort" and press A twice. All the items become neatly organized, allowing room for more.

Change

Frequently used items should be kept near the top of the list for easy access. Always keep your items in good order. Place the two cursors on the item you wish to interchange, and press A. You can even interchange "Sort" and "Trash Can."

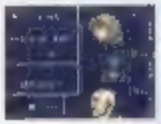
2. Magic

The Magic Spells each character has learned up to this point are shown. The categories are: White Magic, Black Magic, Monster Calling Magic, and Ninja Magic. Magic spells used a lot during battles should be placed in a handy spot.

The spells you can use now are shown in brighter tone. By placing the cursor on the spell, the MP consumption will appear.

Use

Select the category of the Magic (White/Black/Call/Ninja) you wish to use, then place the cursor on the Spell of your choice and press A twice.



When using magic on a party member, select the magic, and the person you wish to use it on. Press left on the ✱ Button to execute. If a spell will work on the entire party, blinking cursors will point to everyone.

Change

New spells are entered into the magic list as you acquire them. Rearrange the spells as you wish for handy use.

Place the two cursors on the spells you wish to interchange, and press A. You may only interchange two spells at a time.

3. Equip

Weapons and Armor have no effect unless you are equipped with them. Select this command, and specify the character to display his/her current equipment. Then, select the weapon or item you wish to change. The item list will appear beneath the window. Choose a new weapon/armor and press A.

The Weapon/Armor you are able to equip are shown in brighter tone. If there are several, try them and check the ratings to pick the best one.

The numbers appearing in the equipment window signifies, from the top: Attack Rating, Defense Rating, and Magic Defense Rating. Check each figure, and choose the equipment best suited for the situation.

Equip weapons in the character's good hand, which is shown left below. Weapons such as the Bow and Allow must be held in both hands, and can only be equipped when both are free.

4. Status

This is the command to check the status of each member in your party. All the information you need to know from current Level, HPs, and MPs to ability ratings are shown. Grasp the capacity and characteristic of each member to get the most out of him/her.

From top left: Name, Occupation, Level, Good Hand, Current HP/Maximum HP, Current MP/Maximum MP, Experience, and Experience needed for next Level.

How to Read the Status Screen

Strength
The higher this rating is, the more effective the attack power.

Agility
The higher this rating is, the quicker your turn to attack during a battle.

Vitality
As this rating increases, the amount of HP increases as LevelUp becomes greater.

Wisdom
As this rating increases, Black magic & Monster calling magic becomes more powerful.

Will
As this rating increases, White magic becomes more powerful.

Attack
This rating varies depending on the strength of the weapon you hold. The greater the figure, the more damage you cause the enemy.

Attack %
Represents the rate of hit of the weapon you are equipped with. Varies depending on weapon and agility.

Defense
Varies depending on the armor you are equipped with. The greater the figure, the less damage you receive from enemy attacks.

Defense %
Represents how well you can avoid attacks and depends on the type of armor and agility.

Magic Defense
The higher this rating is, the less damage you receive from magic attacks by the enemy.

Magic Defense %
Represents how well you can avoid magic attacks. Again, this varies depending on the type of armor you have, and the wisdom you exercise.

5. Form

By interchanging two characters, you can change the order of your party. However, the difference is only between front row and rear row. There is no sense in switching two members in the same row. Always change members in different rows. It is easier to attack in front, but you are more prone to damage here. The rear row is safer from attacks, but you must attack with Magic or a Bow and Arrow. Characters with low HPs and Defense ratings should be placed in the rear.

Switching the Order of Characters

6. Change

This is the command to change party formation. There are two types of formation:three persons in the front, two in the back; or, two in the front, three in the back. Place the cursor on "Change" and press A to select formation. Use along with the "Form" command to create the best formation.

The front row makes attacking easier, but subject to more danger from enemy attacks. The rear is safer, but you need to attack with Magic or a Bow and Arrow. Use the formation that best suits your party.

7. Custom

This command allows you to customize the playing environment from battle mode to window color. The "Custom" command is described below.

Place the cursor on the gauge and press the ✚ button right/left

Battle Speed

The speed of battle can be set at 6 different levels.

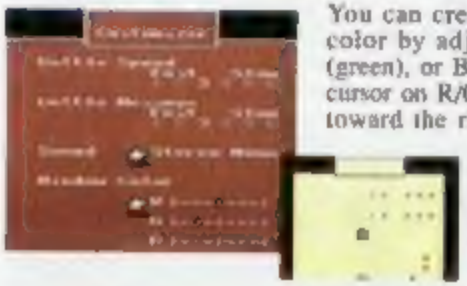
Battle Message

Changes the speed of the messages during battles.

Sound

Lets you select Stereo or Monoral.

Window Color



You can create your own window color by adjusting the R (red), G (green), or B(blue) gauge. Place the cursor on R/G/B and move the scale toward the right to make the color stronger. Experiment to discover the color of your choice. Place the cursor on the gauge and press the ✚ Button right/left.

Bright colors make words hard to read, straining the eye.

8. Save

This is the command to save the game at any time. You can save up to four game data. This command can be used only on the fields and in special areas in the dungeons. It is wise to save the game often.

Select the file you wish to save, and execute the "Yes" command. Note: If you save new data on an existing file, the old data will disappear.

The Battle System

Battles are an important part of your adventure. Here, we'll explain about the ATB (Active Time Battle System) and the basic commands used during a battle.

The new ATB system introduces the element of time into battles. Unlike conventional battles where you input commands for all party members turn- by-turn, the ATB characters are given commands individually, based on their Agility ratings. The commands are immediately executed, as the battle progresses without interruption for command input. Also, the enemy will strike without waiting for the player to make his command.

How to Read the Battle Screen

With the real time battle of ATB, decisions must be made instantly. A moments hesitation can lead to defeat. Learn how to read the Battle Screen and react quickly.

In a normal battle, the enemy characters appear on the left. A cursor will appear after you select a command to choose which enemy to attack.

The effect of the command will be graphically displayed.

Battle messages, the Experience, and GP you earn in a battle is displayed on top.

In a normal battle, the party characters are displayed on the right. The character graphic will blink when it's his/her turn to be commanded.

The amount of damage is shown in white numerals and recovery is displayed in green for all characters.

This window shows the name and number of the monsters, and the name and HPs of the party members. The character's name will be displayed in yellow when his turn comes, and the command window opens in the center. Magic and Items are also displayed here.

How to Battle

The basic sequence of a battle is as follows:

1. Select a Command

When you encounter an enemy, the screen changes automatically to the Battle Screen. When a character blinks, it is his/her turn. Select a command with the ✚ Button and press A.

2. The Character Executes the Command

The character carries out the command. You may input a command while the enemy or ally is making an attack. The enemy will continue to attack even when you aren't, so you must make a quick decision when selecting a command. If you need time to think, press the "Start" Button to pause.

3. Defeat the Enemies

The battle is over when you have defeated all monsters, collected the Experience points and GPs. Keep pressing A to return to a normal screen.

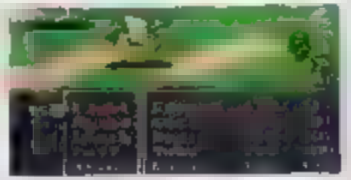
The Battle party is defeated when everyone's HPs drop to 0 and when all members are petrified and unable to fight. Once the party is defeated you must start over from where you saved the game, so always be careful during battles.

Explanation of Battle Commands

Let's go over the seven types of basic battle commands.

1. Fight

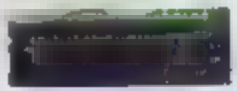
The most simple attack is with the weapon in your hand or with a bare fist. Therefore, you can only attack one monster at a time. If the monster you have selected is defeated before the character has a chance to strike, he/she will automatically attack another enemy. (You can also change weapons.)



Always make direct attacks on an enemy in the front row. The effect will be weaker and you are more liable to miss an enemy in the back.

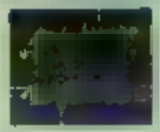
2. Magic

Use the various Magic Spells to attack an enemy and recover party members. There are four categories of Magic: White, Black, Call, and Ninja. The command used will vary depending on the Spell. You may also select the character to use it on.



Special Commands

The battle commands are slightly different for each character. Besides the basic commands, each person has his/her own special command.



The photo on left is Cecil's battle command "Fight" and "Item" only.

The photo on right is Kain's command "Fight" "Item" and "Jump" a Dragoon speciality.

3. Item

This is the command to use Items for attack or recovery. Select "Item," and the list of those Items in your possession appear. Place the cursor on the Item you wish to use, and press A. The entire list can be seen by pressing the ✚ Button up and down.

Weapons Can Be Changed During a Battle

Use the "Item" command to change weapons at any time during a battle.

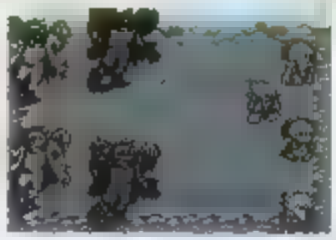
Choose a new weapon from the Item List.

Keep the ✚ button pressed up. The screen will show the weapon you are equipped with. Select the weapon you want to change.

You are now able to fight with the new weapon.

4. Retreat

You don't have to fight every time you encounter an enemy. It's also essential to run from enemies especially when the party condition is low. The "Retreat" command is not shown on the screen. Just keep the L and R Buttons pressed simultaneously to escape.



5. Change

This is the command to switch the front and rear rows of your party formation. Press the ✚ Button left when the command window is displayed. The "Change" command will appear. Press A to execute. This change is only effective during the battle.

6. [illegible]

This is the command to defend yourself without making an attack. It will increase your Defense rating until your next turn. Press right on the ✚ Button to display "Parry," and then press A.

7. [illegible]

This is the command to take time out during a battle. Press the "Start" Button any time during a battle. Press Start again to continue action.

Beware of Attacks from [illegible]

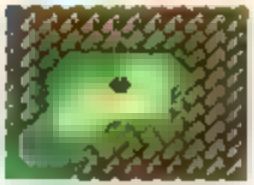
Enemies don't always attack from the front. Once in a while they attack from behind. The members in the rear row will be in danger as the formation is reversed. Use the "Change" command to switch positions.

To the Village of Mist

Beware Straying on the Journey

Misty Valley lies to the northwest of the Kingdom of Baron. (On the screen, the top is north, bottom is south, right is east, and left is west.) It's not very far. Cecil and Kain cannot use Magic, so stock up on recovery items such as Tents in the Town of Baron to make it through the journey.

Pass the Misty Cave



This is the first dungeon you must pass through to reach the Village of Mist. Save the game before entering, to be prepared for unknown dangers.

A Strange Mist Fills the Cave

The cave is filled with a deep mist. As you walk around, you will hear a voice call, "Turn back." This is the voice of the Summoned Monster which guards this cave. If you turn back now, you must disobey the King's order. Gather up your courage and search for the exit.

Treat Your Wounds with a Cure

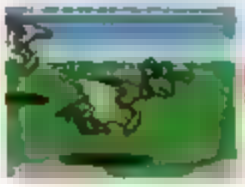
Normally, Tents and Cabins cannot be used inside a dungeon. Use the Item Cure to recover HPs you have lost in battles.

Cecil and Kain: A Powerful Duo

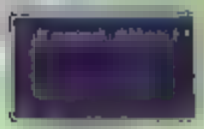
Cecil: The Dark Knight: formerly the Captain of Red Wings: excels in combat ability. He should be able to defeat monsters with a single blow. Battles should be quite easy with the support of Dragoon Kain.

Dragoon Jump is Spectacular

Kain, a Dragoon of the Kingdom of Baron, can make a "Jump Attack." This causes great damage to the enemy since he is immune to enemy attacks while he is in the air.

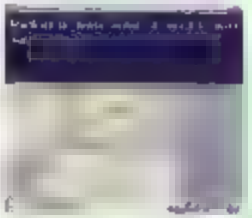


Don't Miss Out on Treasure Chests!



As you continue on your journey, you will find many Chests inside castles and dungeons which contain valuable items. Search all corners to find every Chest. This is an important key to success.

Whose Voice Is It?



Near the exit of the dungeon, you will hear that voice again. The Summoned Monster must be close by. At this point, you should have gained a Level. Go outside the cave once to recover HPs and to "Save" in preparation for the battle against the Summoned Monster.

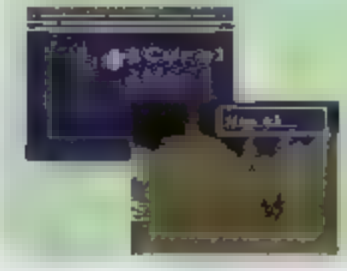
Save Often to Take Advantage in Battles

Basically, you cannot "Save" inside a dungeon; therefore, always "Save" before you enter a dungeon. It is also advised that you recover HPs with a Tent or Cabin before saving.

It's the Summoned Monster!

Near the exit of the dungeon, the Summoned Monster will speak to you. You must answer him by selecting "Yes" or "No." If you select "No," you cannot go any further. When you select "Yes," the mist will gather and materialize into the Summoned Monster. Then the battle begins. If your HP is running low, select "No" and use a recovery item before fighting. The Summoned Monster is the Mist Dragon who guards the Misty Cave. The Mist Dragon from time to time turns itself into mist. If you attack then, you will receive a counterattack. Defend yourself for a while and wait until it turns back into a dragon. Press right on the ✦Button to display "Parry," then press A to select the character. The amount of damage received will be lessened. Once the monster has changed back to a dragon, concentrate on attacking. Watch your HPs as they continue to battle. You are sure to win.

Use a Cure During Battle!



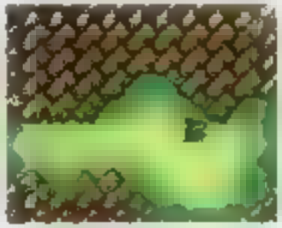
If you lose a lot of HPs during combat, select the "Item" command and use a "Cure" to recover yourself. You will not receive attacks while you are making a selection from the item list.

A Tough Battle Won

After the long hard battle you have finally defeated the Mist Dragon and acquired a huge amount of Experience and Money.

And Now, On to the Village of Mist

Leave the dungeon through the exit guarded by the Mist Dragon. Walk along the mountains to the east (shown on the right of the screen). You will soon see the Village of Mist. You can now deliver the Package as ordered by the King.



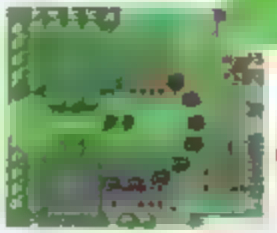
The Village of Mist

Mist [illegible] Village of [illegible]

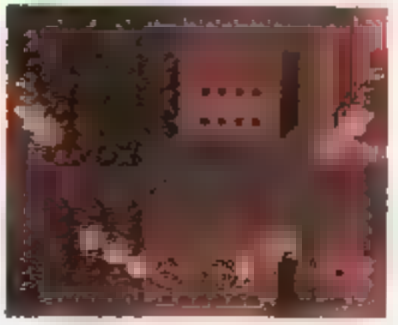
You have reached the Village of Mist. The residents here are Cahers who can summon monsters with their magic.

The Package Opened Itself?

Upon entering into the village, a strange thing happened. The Package began to shed light. Suddenly, countless monsters sprang out setting the whole village on fire before Cecil and Kain's horrified eyes.

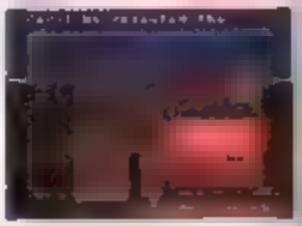


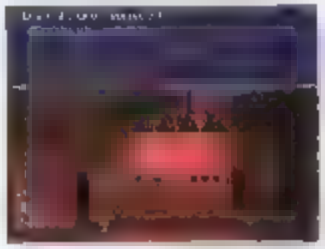
The Package they delivered caused the peaceful village to burn down.

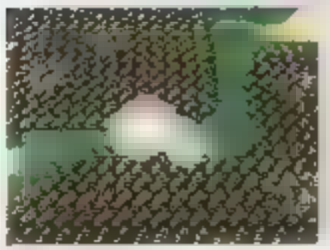


Meeting a Girl

Cecil and Kain find a young girl beside her mother lying on the ground. You will discover that the Mist Dragon was a monster summoned by her mother. When a Summoned Monster is defeated, the Caller who summoned it also loses her life. The girl is shocked to find out that they were the ones who defeated the Mist Dragon.







The two men try to save the girl from the burning village. But the girl blames them for the loss of her mother and is too enraged to listen. She too summons a monster in hopes of avenging her mother. The Summoned Monster causes an earthquake and the ground splits, swallowing Cecil and Kain. At the same time, the surrounding mountains begin to crumble.

Kaipo

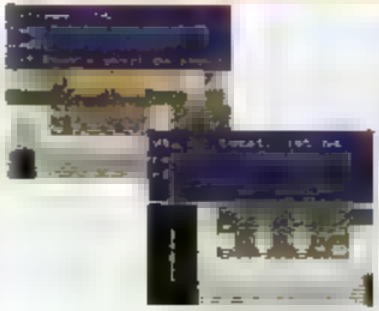
Where Am I? Where's Kain?

Cecil wakes up to find Kain gone and the girl from Mist lying on the ground hurt. Cecil picks up the girl, and starts to walk toward the desert. The road to Mist has become blocked by the earthquake. He heads to a village in the desert oasis.

The Village of Kaipo in the Desert Oasis

Kaipo is found beside an oasis in the middle of the desert. The people here enjoy a prosperous life and are kind and helpful to a person in need. In preparation for the adventure ahead, get yourself equipped at the Weapon and Armor Shops in Kaipo.

In the Inn to Rest the Girl



In the village, Cecil brings the girl to an Inn. The innkeeper sees that she is hurt and provides them with a room in the back. As the girl wakes up, Cecil tries to speak to her, but she remains silent.

Who Is It?

During the middle of the night Cecil is awakened by the sound of the door being kicked open. The soldiers of Baron come barging in. They demand that Cecil give the girl to them. Cecil fights them to protect the girl. Attack the soldiers in the front first. The Officer will retreat once all the soldiers are defeated.

Rydia the Caller Joins Cecil

The girl reconciles with Cecil for having protected her from the soldiers. She is Rydia the Caller who joins Cecil on the journey. She gains the ability to use White and Black Magic, as well as Monster Calling Magic as she rises in level.

Purchase Equipment for Rydia

A new party member is often poorly equipped. Always get them equipped well before going to battle. If you don't have enough money, go earn some GPs by fighting a few monsters around the village.

There's Valuable Information in Kaipo

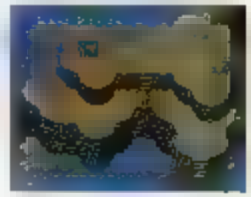
You will collect many important pieces of information here. Talk to all the villagers. You will find out that a sick girl is being cared for here. They say she is from Baron. Could it be Rosa? Let's go see her at one of the houses.

Rosa!

Cecil finds Rosa at the house in the northeast corner of the village. But Rosa is unconscious from a high fever. Only the item called the Sand Ruby can cure this illness. Where can Cecil get it?

Go to the Underwater Waterways to Search for the Sandruby

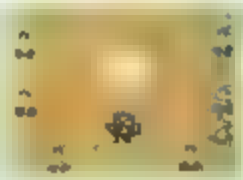
This dungeon is found to the northeast of Kaipo. An eight-legged monster is said to inhabit this place. But the Sandruby is beyond this dungeon. To safely get through you must first get Rydia to advance in Level. Save your data before entering the dungeon. That way, even if the party is defeated inside, you can start over at the entrance. The monsters you encounter inside are stronger than the ones in the fields. This dungeon is complicated. You'll discover many Chests containing powerful weapons and armor not sold in Shops. Be sure to open all the Chests. There are hidden passages and rooms here. If you see a suspicious spot, check it out. The entrance to hidden passages and rooms are slightly different from surrounding walls. Look carefully to find them.



An Old Man in the Dungeon

A strange old man stands in the middle of the dungeon. This old man seems to be Tellah the Sage, you heard about in Kaipo, who went looking for Anna. He is Tellah indeed, the great Wizard of Mysidia, and he'll join the party when you talk to him. He had once been able to use numerous White and Black Magic Spells but because of old age, he has forgotten some of the most powerful ones. He might be able to recall some Spells by chance.

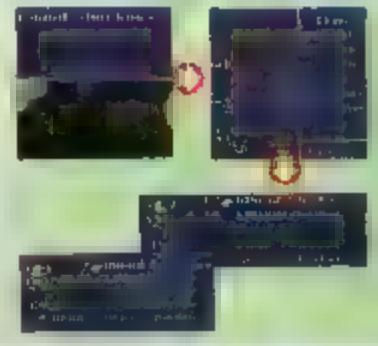
With Tellah, you now have a party of three. He is a powerful member, having command of both White and Black Magic and will be able to support Rydia well. However since this party will depend heavily on Magic watch your remaining MPs as you proceed.



Camping in the Dungeon!

In a special field within the dungeons you can use Tents and Cabins and Save the game. Make full use of the special fields. It will make things easier in deep dungeons.

Equip Yourself with Weapons/Armor in the Chests



If you discover a weapon or armor in a Chest, try it on right away. Select "Equip" on the Menu Screen and choose the character you wish to equip. If it is a weapon, place the cursor on his or her good hand, and press A. The Item Screen will appear, displaying the weapon name in white if the character can equip it and in gray if he/she can't. When equipped, the new weapon and armor will increase the Attack/Defense rating of the character.

The Showdown with the Boss Monster!

Be prepared to confront the eight-legged monster in the second dungeon. Have you advanced enough in Level? Inside this dungeon, you are suddenly carried down a waterfall. Below, there are Treasure Chests. Open all the Chests. They contain powerful weapons and armor. The eight-legged monster is hiding in a suspicious spot under the waterfall. Don't go near it until you have recovered your HPs with Magic or an Item.

Use the Magic of Lit

This is the Boss Monster. It inhabits the water, so the Magic of Lit is most effective. Command Tellah to use Lit. Has Rydia learned Lit? If she hasn't, come back again after she has risen in Level, or have her use the Staff. Used as an Item, it has the same effect of Lit.

The monster loses its tentacles as it receives damage. With Lit Attacks used in main, you shouldn't have much difficulty in causing it damage since its tentacles represent its vitality.

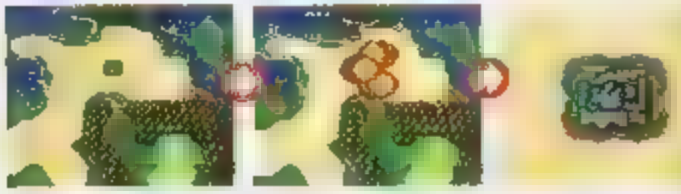
The monster slows down when it loses most of its tentacles. Then it should be easy to finish it off. But watch out for Rydia and Tellah's remaining MPs. When you win the battle, you will be able to exit the Dungeon and go on to Damcyan.

Damcyan is Right Before You

Damcyan is a beautiful nation located in the middle of the Damcyan Desert. You will see the castle of Damcyan as soon as you come out of the underground waterway.

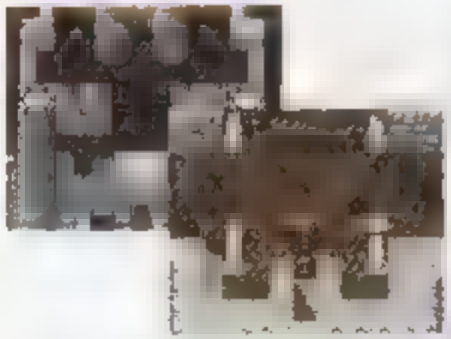
Inside lives Prince Edward, a handsome young man disguised as a bard.

Attacked by the Red Wings!



As the party is about to reach the castle, something strange appears over the horizon — it's the Red Wings! The castle was bombarded. By the time Cecil and his friends arrive, the castle is already demolished and many people are injured.

A Wounded Girl

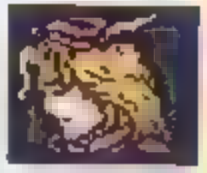


Inside the castle, they find many soldiers lying on the floor injured. Ascending the staircase, they discover a wounded girl. Tellah shouts at the sight of her.
It was Tellah's daughter Anna.

Tellah rushes to Anna. Then Prince Edward comes into the room. Tellah is enraged at Edward. But upon hearing the truth, Tellah rushes out of the Castle. Damcyan goes to find Golbez and avenge his daughter.

To the Antlion's Nest

Wait for Help of Edward



Edward feels deep sorrow in having lost his beloved Anna. But encouraged by Cecil and Rydia, he decides to join them in the search for the Sandruby.
Though Edward was the crown prince of Damcyan, he despised his royal blood, and chose to travel many lands as a Bard. During his travels, he had met Tellah's daughter Anna. He is extremely talented as a musician, and the melodies he plays on his harp destroys monsters. However, he is not very strong, and automatically escapes from the scene of battle with the "Hide" command whenever his HP gets low. He can cause enough damage to enemies with his harp from the rear row. Since his Attack and Defense ratings are not high, keep Edward in the rear row.

A New Way to Travel

You will obtain a Hovercraft in Damcyan. With the exception of water, this vehicle travels everywhere including through forests and over mountains. It can also travel in the shallows which can be seen on the screen if you look carefully. You do not encounter enemies when you are riding the Hovercraft. To get on, place the character on the Hovercraft and press A. After you stop it, press A again to get off. The village of Kaipo can be reached beyond the shallows without having to walk through the dungeon again. Return at once to Kaipo to get items and Equipment for Edward. Don't forget to buy recovery items.

In Search for the Sandruby

The Antlion's cave can be reached by Hovercraft beyond the shallows to the northeast of Damcyan. Deep within the hollow of this cave, the Antlion guards the Sandruby. Inside you'll find special monsters that are quite strong playing in a field. Watch Rydia and Edward's HPs as you fight.

The Antlion Had Once Been Gentle

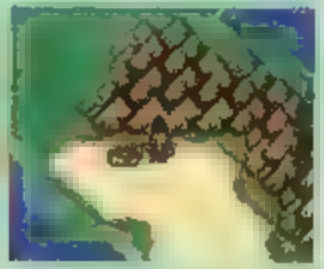
You'll recognize the Antlion's dungeon by the enormous bowl-shaped nest. Take the passage leading to the center. Edward, knowing the Antlion is a tame creature, goes to get the Sandruby. Then suddenly two antennae emerge from the ground. It's the Antlion, but he's not the same! The Antlion has turned vicious.

No Choice But to Fight

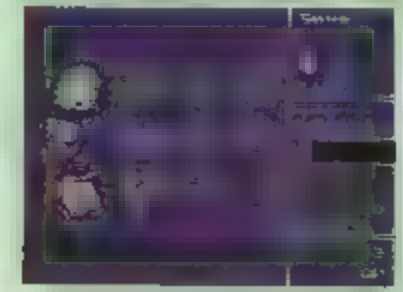
The Antlion resembles a huge insect. He is a dangerous enemy with a strong defense. But the Sandruby can only be found here. You have no choice but to fight.

Don't attack the Antlion with weapons. If you use a weapon, the monster will counterattack and severely damage Rydia and Edward whose Levels are still low. Make Rydia attack with her Summoned Monster. This is where Rydia can demonstrate her powers.

Save the Game Once Outside



Make a habit of saving your data while Levels are still low. Don't push your luck with low HPs. If the party perishes, the Levels you have acquired will be lost. Go outside and recover with a Tent before you continue with the battles.
The Cabin recovers you more, but while your Level is still low, the Tent will be enough. Carry plenty in stock.



[illegible]

Once you have the Sandruby ride the Hovercraft back to Kaipo, where Rosa awaits. In Kaipo, go to the house and you'll find Rosa lying in bed. Talk to her (approach and press A), and an item window will open at the bottom of the screen. Use the Sandruby on Rosa by selecting the it, and pressing A.

You will obtain important information from Rosa after she regains consciousness.

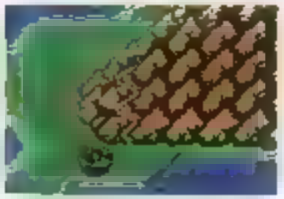
Besides the Crystal of Fire in Damcyan and the Crystal of Water in Mysidia, there are two other Crystals. The Crystal of Air is in Fabul, and the Crystal of Earth is in Toroia. Fabul is in danger now, so the King of Baron has assigned a man called Cecil to the Red Wings. Rosa joins the party and helps your travel to Fabul.

[illegible]

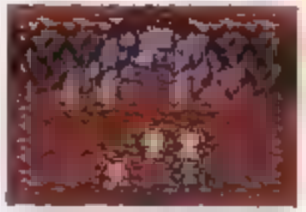
Rosa will be valuable in the party. Rosa was an apprentice, White Wizards of Baron, and a master with the Bow and Arrow.

Select "Aim" with the battle command to increase the rate of hit to 100 percent. Rosa will be an important member as she recovers the party with Magic and participates in combat with the long ranged Bow and Arrow. However, her Defense rating is low.

To Mt. Hobs

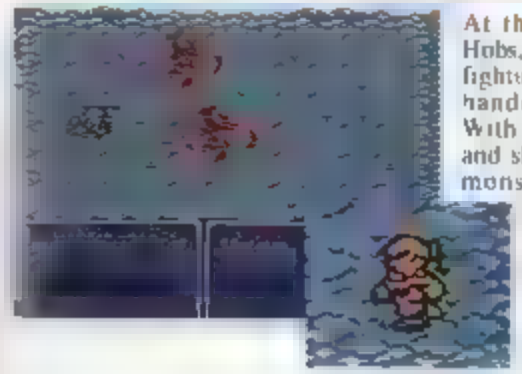


Head by Hovercraft for Mount Hobs to the east of the Antlion's cave. At the base of Mt. Hobs, get off the Hovercraft. You will be able to enter the mountain by approaching the path.



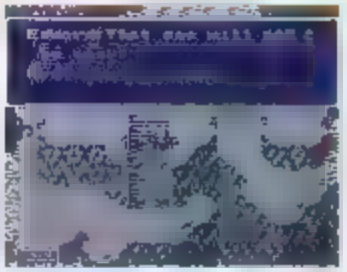
The road leading to the mountain is still blocked with ice. If only Rydia would cast the Spell of Fire. But Rydia has a fear of fire from the memory of her village being burned. This fear becomes inspiration for courage as Rosa speaks to her. Rydia gains the ability to chant the Spell of Fire. She has now learned the Magic of Fire, and the obstructing ice melts away. Now, proceed over the mountain and head for the east.

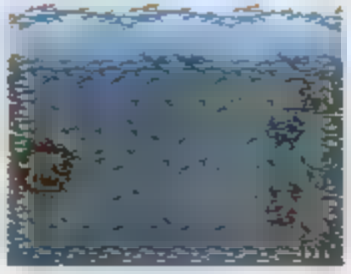
Who Is That Man Fighting Alone?



At the summit of Mt. Hobs, you will see a man fighting monsters single handedly with karate. With quick movements and skill, he defeats the monsters one by one. Who is he?

That Monster Can't Be Defeated Alone!





Cecil and the party joins the man in battle against the Mom Bomb. Although it doesn't seem to be a serious enemy, it transforms and explodes into six small Bombs damaging the party severely. However the monster does not transform after that, so you should be able to win if you fight carefully.

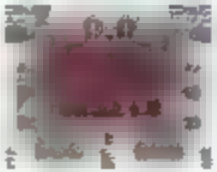
Yang is the Master of Karate from Fabul and a good combat member. Basically he fights with his bare hands, so the only weapon he can be equipped with is the Claw. When you select "kick" with the battle command, Yang will attack all the enemies. He is strong, polite, and a kindhearted member you can depend on.

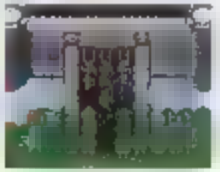
To the Castle of Fabul

A Beautiful Nation in Danger

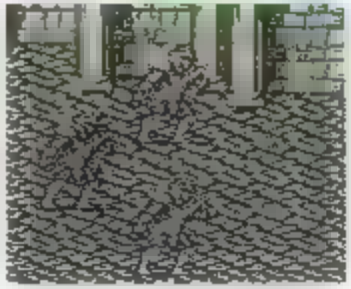
Fabul is a beautiful nation in the middle of a lake. Inside the castle, you can buy weapons and armor, and stay at an Inn. Drop into the stores and prepare for the impeding battle against Baron. Since Rosa and Rydia won't participate in the battle you will need recovery items, too.

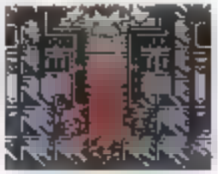
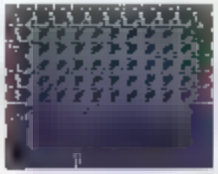
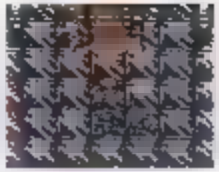
After recovering and equipping yourself go see the King of Fabul in the back room. The King will realize the danger and ask Cecil for help. A "Yes" or "No" command will appear. If you are not ready to fight select "No," and come back to see the King after you are all set. Select "Yes," and the war against Baron troops will begin.



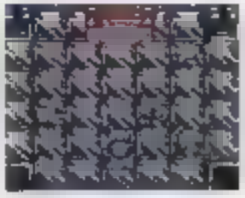


The battle at Fabul will begin with the bombing by the Red Wings. The party must fight off enemies as they raid the castle. Fighting without Rosa or Rydia can be more difficult than you imagined. All you can do is fight on, and watch your remaining HPs. But monsters come one after another. Beware!



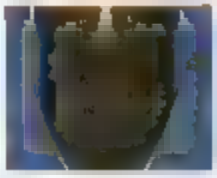




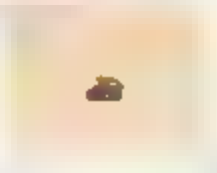
Cecil and his friends have been cornered in the Crystal Room. Then the door opens, and Kain, who was missing since the incident in Mist, enters. But Kain is no longer Cecil's friend. Cecil was defeated by Kain and the Crystal is taken. Now, Golbez appears before them. With his amazing power, he easily defeats the other two, and takes Rosa as hostage.



Cecil realizes he will need an Airship to fight Baron. He goes back to Baron to ask for cooperation from Cid, the Airship Engineer. The King of Fabul rewards them with a ship for their aid in the battle. Also he presents Cecil with the Sword of Black which can slay an enemy with a single blow.

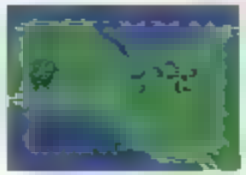
Aboard the Ship and Off to Baron



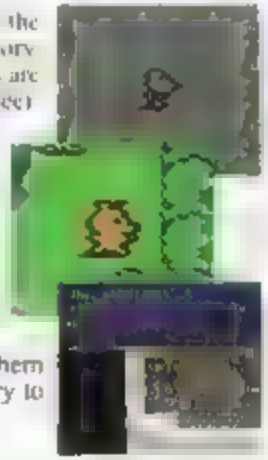


Outside the Castle of Fabul, a ship awaits you in a harbor to the right. That is the ship given to you by the King. Approach the wharf to get on board. When everyone is aboard, Yang's wife will come see them off. Now you're off to Baron. The ocean journey is safe and pleasant until suddenly the sea becomes rough. Out of the whirlpool emerges the Leviatan, the master of the sea. The ship is swallowed up by the water and Cecil wakes up on a beach to find he is alone.

The Lonesome Journey to Mysidia



Stranded on the beach, Cecil walks some distance to find a town. This is Mysidia, the very town Cecil had taken the Crystal away from.



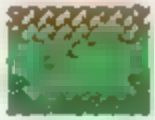
This town is the center of all Magic. It is the town Cecil raided in the beginning of the story. It is also Tellah's home town. The residents are all wizards and naturally they hold bitter feelings against Cecil. While talking to the town folk, Cecil gets turned into a toad. It seems he is really unwanted around here. Now, talk to the wizard again, to get changed back. The dancer in the cafe turns Cecil into a pig. You can't judge a person by their appearance. Think twice before you strike up a conversation. If you are made into a pig, talk to the dancer again. Walk into the building on the northern edge of town. The town Elder is here. Try to make him listen to you.

At first, the Elder rejects Cecil. But soon he'll show some understanding and tell him that in order to defeat Golbez, Cecil must go to Mt. Ordeals to become a Paladin. Palom and Porom, the twin wizards are ordered by the elders to keep an eye on Cecil. Palom uses Black magic, and Porom uses White Magic. Next, go to the Weapon and Armor Shops to buy equipment for the twins. The people of the town won't trust Cecil until he becomes a Paladin. Also most of the weapons sold here are for Paladins, which Cecil the Dark Knight is unable to use.

To Mt. Ordeals

Palom is training as a wizard in Mysidia. He can use Black Magic, but since he is just an apprentice, he knows only a few spells. He's a fresh-hearted kid, but his Magic is quite useful.

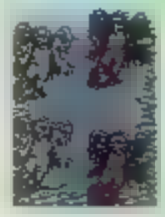
Unlike her brother, Porom uses White Magic. She is quite mature for her age and scolds Palom for his rudeness. The Level Attack made by the two children is extremely powerful.



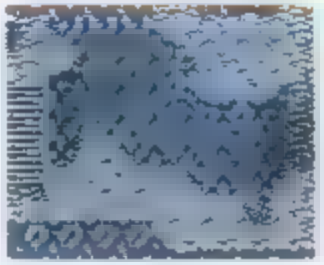
Walking a long distance from Mysidia, you will see a mountain surrounded by a forest. This is Mt. Ordeals where Cecil becomes a Paladin. You can enter the mountain by approaching the road into it. However, the road is blocked by burning Fire. Here, Palom performs his magic of Ice to extinguish the Fire. Once the Fire is out, head for the top of the mountain.

Halfway up the mountain, you will meet an old friend, Tellah, who had gone to fight Golbez alone. Tellah has advanced to Level 4, and he now joins the party.
A member with high MP is much in need here.

Zombie Monsters Have A Weakness Too



All the monsters you encounter on this mountain are Zombie Monsters. These enemies are weak to the Black Magic of Fire or the White Magic of Cure as well as items having the same effects as the Magic. Inevitably the battles must depend heavily on Magic. Watch your MPs, and recover with Ether or Elixer if it runs low.



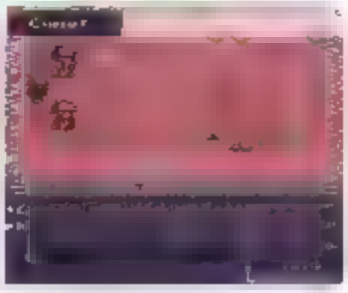
There are two Special Fields on this mountain. Always save your game when you reach these points. Tents or Cabins are a necessity. If you don't have any, go back to the town once to shop. Also, you'll find many Chests here. Don't fail to open all of them.

Save your data when you're at the Special Field in the Summit.

When you start to cross the first bridge, Moon, one of the Four Fiends of Elements, stand before you. He's not like the other Boss Monsters. Beware of his strength.

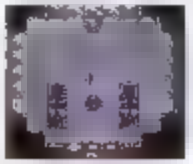
Milon enters accompanied by his Zombie. Since the Sword of Black is ineffective against the Zombie, have Cecil attack Milon. The other members should use Fire and Cure Spells to attack the Zombie while recovering their own HPs.

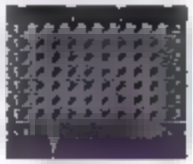
After defeating him, go back to the Special Field to recover your HP/MPs, and save your data before going any further.



After saving, continue your journey. When you have crossed the bridge, Mirror will appear again. But this time, he has become stronger and will attack from the rear. Be careful when fighting him. Edge and Porom should attack with their magic, while Tellah recovers the members.

The Cave of Ordeal is lined with mirrors. A mysterious voice calls out, "Cecil! Son! What does this mean?" A sword descends slowly from above. Cecil takes the sword, and he is transformed into a Paladin. Another version of Cecil appears, disguised as a Dark Knight, challenging him to a battle. Although the Dark Knight will attack, don't make any moves. If Cecil counters, the battle will never end. During the Ordeal to become a Paladin, he must withstand the attacks from his other self.





Winning the battle against himself, Cecil has proven to be a Paladin. They climb down the mountain. Now with his mask removed, Cecil cannot be equipped with his Dark Knight gear. Instead, he can equip the weapons and armor of a Paladin.
His Vitality has increased, and he can now use White Magic. With the "Cover" command during battles, he is able to shield another party member whose HP is running low.

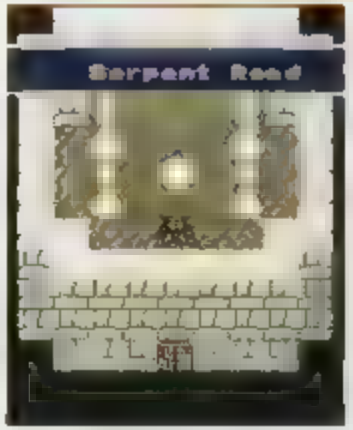
Travel South from the Mountain

It will be tough walking back to Mysidia after the hard battle. Walk straight south from Mt. Ordeals. You'll see a small round forest surrounded by another forest. This is the one to the Chocobo Village. Three kinds of Chocobos inhabit this forest, all of which are friendly.
When you talk to a Chocobo, it will give you a ride on its back. It can travel on most land areas except mountains. Chocobos are fast, and while you're on one you will not encounter enemies. However, if you press the A Button to get off a Chocobo, it will run away by itself. White Chocobos will recover your MPs if you talk to it. In front of the entrance, a Big Chocobo is hiding.
Walk all the way in, and press A. It smells like Chocobos. Use the Carrot and the Big Chocobo will show itself. He will keep items for you. You can give or take items as often as you wish. But once you exit the village, he will hide himself again.

Go See the Elder at Mysidia

Upon returning to Mysidia go see the elders right away. You will hear about the Legend of Mysidia, the Legendary Sword, and the Sacred Light.
When you tell him about the plan to get an Airship in Baron, he will open the seal of the Serpent Road leading to Baron. Palom and Porom will also accompany you.

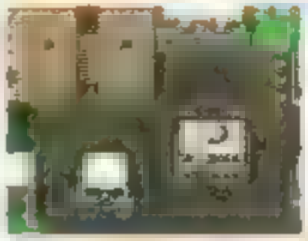
To Baron, Through the Serpent Road



Press the switch on the wall and enter the building. Stand in the center of the circle which leads to the Town of Baron through the route under the sea. Of course you may come back to Mysidia by this road. Is Cecil fully equipped with Paladin gear? If not, get equipped.

Homeland Baron

First, Gather Information



Listen to the town's people back home in Baron. What they say will be different from before. You will learn that the King has recently hired a strange man. Let's go see him at the Inn.

A Familiar Face in the Cafe

In the Cafe at the Inn, you will find Yang sitting at the table in the back. He has been missing since the ship was wrecked by Leviatan. When you speak to Yang, the soldiers standing by will attack. As soon as you defeat the soldiers, Yang will attack you. He had been a friend once, but now you must fight. He will come to his senses when you beat him.

Yang Is Back on the Team!

During the battle, Cecil's blows make Yang come to his senses. He repents of his actions while under evil control and rejoins the party. He also has the Key of Baron, so you can enter Weapon and Armor Shops now.

The Key of Baron Opens the Door!

Yang has practically no equipment. Buy new weapons and armor for him

Go to the Castle of Baron through the Old Water Way

The locked door on the left-hand corner of the town can now be opened with the Key of Baron. The passage to the Castle of Baron leads from here. Use the Key in the same way you used the Sandruby on Rosa. Downstairs is the Old Water Way. Of course, monsters will attack you here. Many of the monsters here weaken to Lit Magic. Watch MPs closely, as you use the Lit Spells of Tellah and Palom. This dungeon has many hidden passages. Try all the walls to discover a hidden passage where you may find a lot of items.

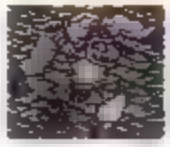
Go Around the Moat into the Castle

The Water Way takes you to the northern side of the moat around the castle. You will find the castle entrance to the left. When you enter, you will notice a strange air inside. Not a soul is to be seen. You don't know what awaits you ahead. Go to your room, and recover before you go any further. Cecil's room is on the third floor of the West Tower of the Castle of Baron.

The Chief Servant Baigan Joins...?

When you enter the central court, Baigan will appear. He acts friendlier than before, and decides to join Cecil's party. But Palom and Porom suspect something is wrong.

In the Dungeon



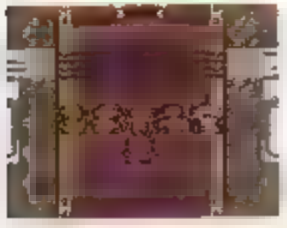
Palom and Porom saw through his disguise. Baigan was also under Golbez's command. He transforms himself into a monster.

Baigan now transformed, attacks them ferociously. He is actually three monsters in one: the Body, Left Arm, and Right Arm. The Body casts the Spell of Wall immediately after the battle begins. Your magic attack will bounce back, damaging your party. Palom and Porom can't use their Twin Attack, so it will be an extremely difficult battle.

Defeating the King of Baron

After you have defeated Baigan, enter the royal quarters to see the King sitting on his throne. He does not answer when you speak to him and suddenly charges into a monster. The King was the Fiend of Water in disguise, Kainazzo, a turtle like monster. He controls water and raises waves. When he is endangered, he hides in his shell to recover. To avoid his wave attack, nullify the Barrier of Water with Lit Magic.

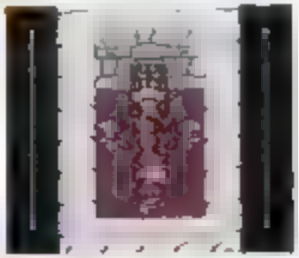
Reunion with Cid



Cid, the Chief Engineer of the Red Wings, is Cecil's old friend. According to him, an Airship is concealed somewhere in the Castle of Baron.

"How Could This Happen?"

Lead by Cid, the party rushes to the Airship and falls into a trap. They are locked in a small room, and the walls start closing in on them. While inside the small room, the lovable twins Palom and Porom cast the Spell of Stone and turn themselves into stone. The walls stop. It is such a sad way to part.

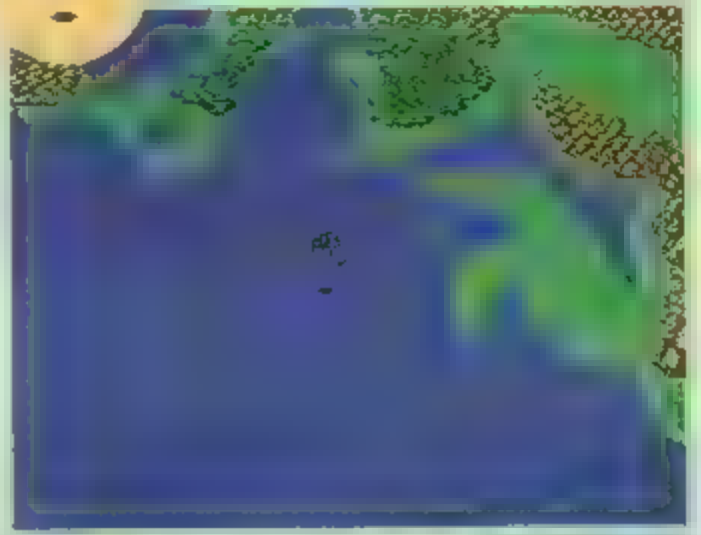


Cid, the Mighty Airship Chief

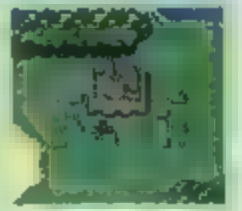
After the sad parting with Palom and Porom, Cid joins the party. Cid is strong for his age and uses his tools to attack. Since he is poorly equipped at the beginning, look for items Cid can equip when you acquire the Airship. He is powerful enough to fight in front.

Remember the passage sealed-off with a barrier? Now the barrier is gone, and you will be able to see the real King of Baron. Listen carefully to what the King says.

This is Cid's Airship!

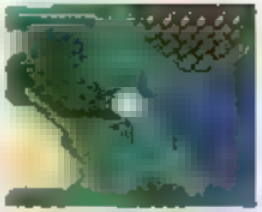


This is the flying ship created by Cid, the Baronian engineer. It is said to have changed the world. Although it can only land on even ground, its potential makes up for the inconvenience. The Red Wing fleets are also as mighty as this type of Airship. Place the character on the Airship and press A to take off. The A Button is also used for landing. A little skill is required for landing. Watch the shadow of the Airship. Move the shadow to the place you wish to land, and press A.

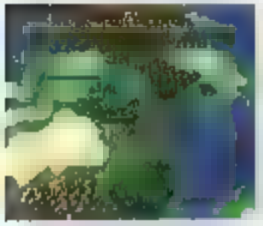


Take a Tour of the World

Before heading for Toroia, take a break and tour the world. You will see many things. A tiny village on a small island, an enormous tower and an abandoned castle. At some of these places, you will find powerful items.



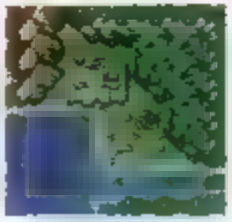
Cid's Airship Enterprise takes off from the Castle of Baron through a cloud of dust. It will be an indispensable vehicle needed for the progress of the story from here on



Just as Enterprise takes off, a Red Wing Airship approaches flying a white flag. It stops next to Enterprise and stretches a plank. Who should appear on the plank but

Is Kain responsible for having taken Rosa away. Kain says to the surprised Cecil. Rosa's life will be spared in exchange for the Crystal of Earth in Toroia. He then leaves without hearing Cecil's protest and flies away in his Airship. Cecil still cannot believe Kain's betrayal. But now he had to go to Toroia to get the Crystal of Earth. Here Cid will teach you how to pilot the Airship. Listen carefully, and head northwest!

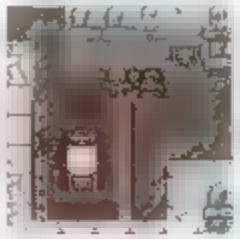
To Toroia, the Land of Water

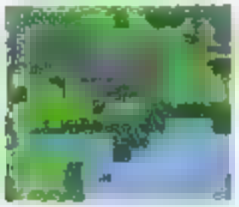


Located to the northwest of Baron is Toroia, the Land of Water which is considered to be the most beautiful country. It is a nation of women governed by eight Clerics who are sisters. The soldiers are also women. Because the nation is surrounded by forests it might be difficult finding a place to land the Airship. Place the shadow on the spot to the lower right of the castle (to the right of the town) for landing.

First, walk straight into the castle and see the eight Clerics. Listen to all eight, and remember what they say. They don't have the Crystal of Earth. The Dark Elf has stolen it. The Cave of the Dark Elf is on an island to the northwest of Toroia, but it is all forest here and therefore, impossible to land on with the Airship. Looking around the castle you will find a vacant prison cell now used for storing the treasure. It will not open without the permission of the Clerics. You will obtain the permission when you have retrieved the Crystal of Earth.

Through the left exit of the central court you'll find a room. An old friend is lying in bed. It is Edward, who had been missing since the encounter with Leviatan. Edward wants to come with Cecil. He still blames himself for the loss of Tellah's daughter Anna. When Cecil tells him about Dark Elf Edward gives him an item called Twin Harp which allows people to talk long distance. Only Edward knows how to use it.





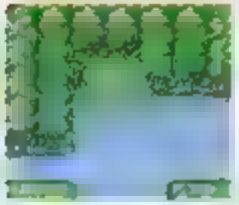
The People Inside a Peaceful Town

The Town of Toroia is just as beautiful as the Castle. In the Cafe, there is a club for members where you can watch stage dancing. However, the place is extremely expensive and does not relate to the story. So, there's no need to buy a membership.

The Black Chocobo

In the northeast corner of the town, there is a Chocobo farm. Here, they keep a new breed of Chocobo, the Black Chocobo, never seen before in Chocobo Forests.
Black Chocobos can fly, although the ones here can't.

There Are Many Hidden Passages and Items in This Town



There are many hidden passages and items in this town. Check the pots and shelves inside houses, as well as the grass and water to discover items. Now that you have the Airship, go back to the towns and villages you have passed through in case you have missed something.

Before Heading for Cave Magnes

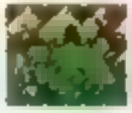
The town's people will give you important information inside the Dark Elf's cave. There seems to be something which pulls metal objects. If you are equipped with metal weapons or armor, the weight will pull you down, disabling you in battle. The Claw as well as the Bow and Arrow are weapons that are more effective there. Check which items can be used.

In Search of the Crystal of Earth

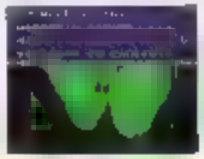
What Black Chocobos Can Do

The Airship cannot be used to reach Cave Magnes. Walk to the north of the Castle. On the northern tip of the continent is a small forest where the Black Chocobo lives. Catch a Black Chocobo in the same way as a regular Chocobo.
When you catch it, the screen switches showing the Black Chocobo in the air carrying the party on its back. It can be controlled with the ✚ Button.
However, it can only land in forests. The Black Chocobo does not run away when you get off. However, if you ride it a second time after placing the character on it and pressing A, it will automatically fly back to the forest.

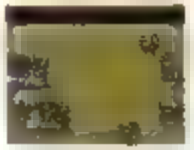
Metallic Equipment Is Useless!



You have reached the Dark Elf's cave on the Black Chocobo. When you step inside, you are immobilized. A powerful magnetic field seems to exist within the cave. You won't be attacked by monsters. Most of the items you are equipped with are made of metal and is affected by the magnetic force. However, Fangs' claws are not affected. Remove all metallic objects for now.
Magic may be used as always, so the combat will be lead by Tellah and Yang.



Train Fighting with Powerful Equipment



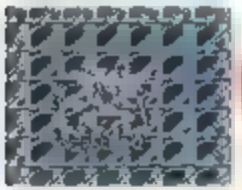
You have never been unable to equip powerful weapons and armor. Try putting Cecil with his High HPs and knowledge of White Magic in the rear row. Cecil can equip a Bow and Arrow, so he'll be able to attack from the rear as well.

The Special Field is near the Dark Elf's room. Make sure you Save the game here, and fight enemies nearby to raise your Level.

Inside the Dark Elf's room, you encounter him right away. Dark Elf seems to have stolen the Crystal for his own purposes and will not make a deal. A battle will begin as soon as you finish talking. Within the force field of the Dark Elf, the party is unable to use their full strength. In contrast, Dark Elf's magic powers increase, which renders severe damage to them.

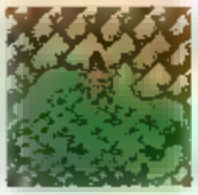
One by one, Cecil's party falls. "If only I could use my sword!" Then, Edward's Twin Harp reacts. In Troia, Edward hears Cecil's cry. Although unable to move, Edward tries to get his Harp. He doesn't let the doctor stop him and crawls to his Harp. He begins to play softly. When the Twin Harp begins to play, Edward's song, the Dark Elf begins to suffer. The force which had constricted the party is gone.

"Grasp yourselves now!" Cecil and the party equip their metal weapons and armor to attack the Dark Elf.



When the Dark Elf receives a certain amount of Damage, he will reveal his true identity and turn himself into the Dark Dragon. The Dragon is several times stronger than the Dark Elf and has much vitality. It could be a tough battle. The Dark Breath it uses is much more damaging than the continuous attack of the Dark Elf. Unless you recover in good timing with Tellah's magic, you could lose the battle.

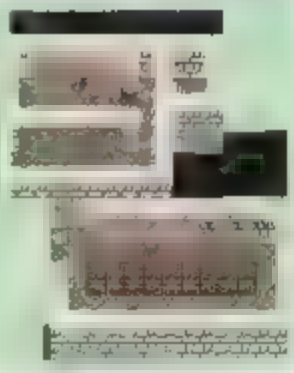
With Edward's help, Cecil is able to defeat the Dark Dragon and retrieve the Crystal of Earth. Return to the cave to collect all the items you weren't able to during your first visit. With a sword, there's no need to fear the cave monsters. Once outside the cave, hop on the Black Chocobo waiting outside and go to the Chocobo Forest. Return to Toroia to deliver the Crystal to the eight Clerics.



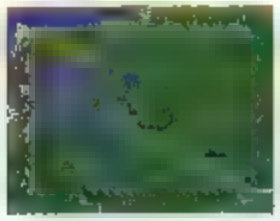
Kain's Voice from Somewhere...

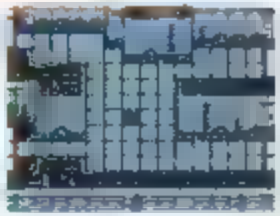
Bring the Crystal of Earth to the Clerics when Golbez's voice is heard. He will tell Cecil to get on the Enterprise with the Crystal. The Clerics understand and cooperate, allowing Cecil to take the Crystal with him.

Don't waste time. There are things to do before boarding the Airship. Now that Cecil has the Clerics' permission, he can enter the treasure room. The room is full of Treasure Chests, some of which contain valuable items. If you have too many things to carry, go sell unnecessary items at Shops. Save data after every minor procedure like these just in case.



Take the Crystal to Save Rosa

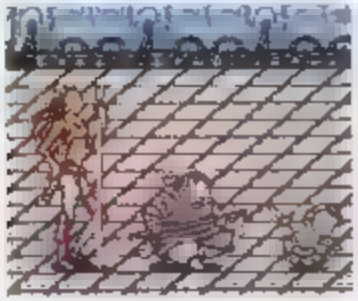




Cecil and his friends board the Airship outside the Castle. Then the Red Wing Airship will come to guide them to the Tower where Rosa is being held prisoner. The two Airships take off into the sky. Kain and Rosa are nowhere to be seen. Then Golbez's voice is heard. He says if Cecil can find their way to him, he will return Rosa.

Powerful Enemies and Powerful Items

The monsters of the Tower are far more powerful than the ones you have ever seen. Many of the Chests contain weapons, but some times monsters are hiding in them. Try to open all the Chests before confronting Golbez. You will not be able to enter this Tower again. So don't forget to Save data before going to Golbez.



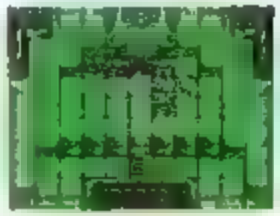
Face to Face with Golbez!

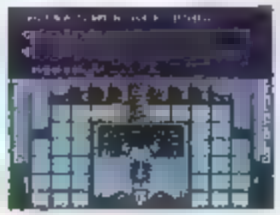
Cecil and his friends finally find Golbez. Suddenly, Tellah jumps forth to avenge his daughter. Tellah uses all the Spells he knows to attack Golbez, but doesn't succeed.

Tellah's magic has no effect on Golbez. Then, Tellah turns his HPs into MPs and performs the magic of Meteo. Even Golbez fell to the force of Meteo. Tellah defeats Golbez.

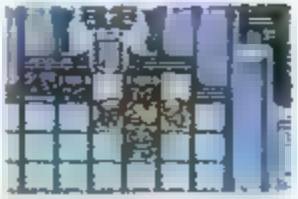
Golbez has received much damage. Cecil rushes forth to strike. But a beam of light from Golbez's fingertip repulses him, prompting him to fall to the ground.

Golbez approached Cecil with the intention to finish him off. Surprised at what he sees, he stops and does not strike. "Who are you?" Golbez gives up fighting Cecil and tries to retreat with Kain. But the shock of Tellah's Magic pulls Kain out of the hypnotized state. Golbez escapes alone.





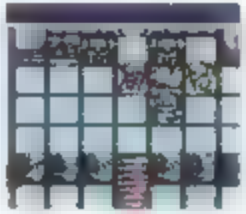
Exhausted From His Last Battle...



Tellah who saved the party from many crises with his great powers, has used up his last drop of energy. Now he has gone to his daughter Anna.

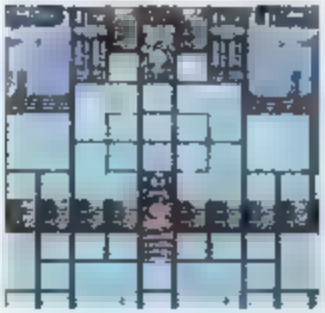
Talk to Kain

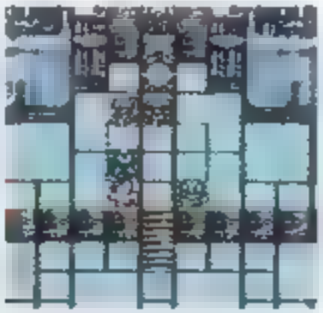
Talk to Kain who lies unconscious. He seems to have regained sanity from the shock of Tellah's Meteo. He offers to take them to Rosa. Dragoon Kain becomes a powerful member of the party. Cecil rushes over to Rosa.



Saved Rosa in the Nick of Time

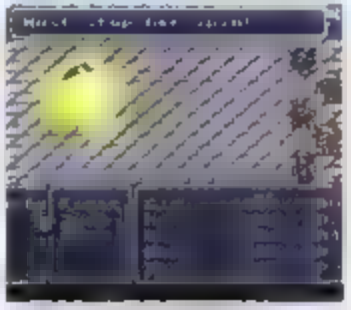
Cecil has finally found Rosa. The moment he saves Rosa, the huge iron g[illegible] missing her narrowly. Cecil and Rosa embrace. Kain repents his past actions and with Rosa's encouragement, he finally decides to fight with them.



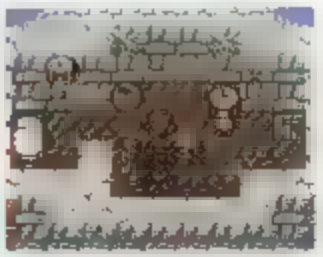


Valvalis is Behind Them

Though he lost Tellah, Cecil is able to save Rosa and Kain. They start to leave the Tower and suddenly Valvalis, the fiend of Air, stands before them. Kain can use his powers to the fullest against this monster. Damage cannot be made while the monster is being transformed into a tornado. Kain's Jump Attack can nullify the tornado. Once Valvalis comes out of that state, attack with the whole party.



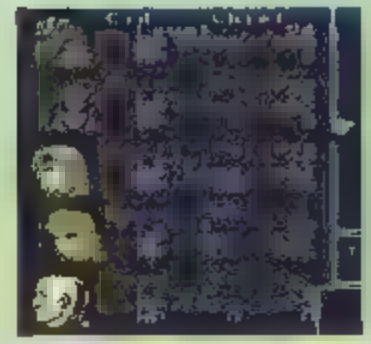
After they defeat Valvalis, the Tower begins to shake. They must hurry and escape. Rosa performs the Spell of "Exit." The party is carried out of the Tower and finds itself in Cecil's room.



Kain Speaks of the Dark Crystal

With Rosa's Spell of "Exit," Cecil and his friends are transported to Cecil's room in the Castle of Baron. But now Golbez has all four Crystals. It worries Cecil when Kain begins to speak, "The Crystals in Golbez's possession are Crystals of Light." According to Kain, four other Crystals exist in this world. Then Kain shows an item called the Key of Magma.

The Four Members Are Attackers



Dragoon Kain's special ability is to jump. He can cause damage to the enemy from both front and rear rows. In this party, Kain should be placed in the rear.

To the Island of Agart

Cid's Airship Is Located

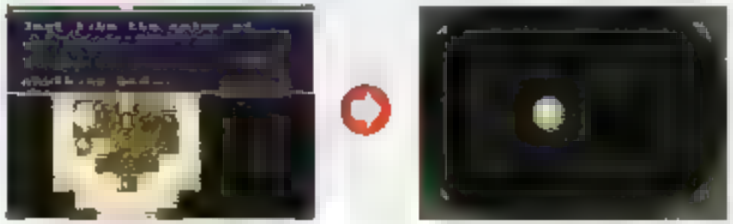
As Cid says, "The Enterprise is waiting outside the Castle of Baron by remote control." Get on board, to search for the entrance to the Underground World. It won't be far when you find the spot to use the Key of Magma.

Agart Is to the South of Baron

Kain says, "The passage to the Underground World will open when the Key of Magma is used somewhere." But where? They remember a village with an unusual well.
Head for the Island of Agart on the Airship. It is easy to find. Fly straight south from Baron. However, get Rosa equipped first and hurry.

The Astro Tower to the West of the Village

Here, Professor Kory will tell you about the moon. You can look through the telescope.



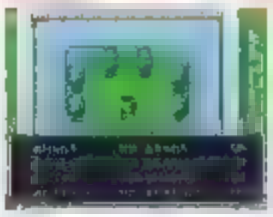
Many Hints Here

The information you receive at this village is very important. Don't fail to hear everything, for it has to do with the development of the story.
The ancestors of the people here were powerful Dwarves from the Underground World. They have come here through a great hole on the mountaintop to the north.
But that hole isn't there anymore.
Listen to the eldest woman of this village. She confirms that the Key of Magma will indeed open the way to the Underground.

The Bottomless Well in the Center of the Village

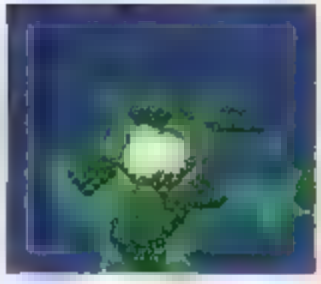
Speak to the man standing in front of the well. He'll tell you it is the Ancient Bottomless Well, now enshrined.

The Window Opens



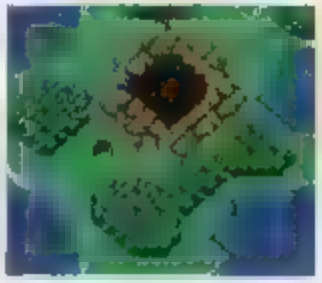
Stand in front of the Well, and press A. A window opens at the bottom of the screen. Select "Magma" with the cursor, and press A again.

An Invitation
An Earthquake



When the Magma Stone is thrown into the well, the earth begins to tremble with a big sound. Smoke begins to come out from the Mountain to the north of Agart. What is happening?

Outside the Village



When the earthquake stops, go out of the village. A huge hole has opened up on top of the northern mountain. Fly the Airship over the hole, and press A to enter. But don't be hasty. Go back to Toroia to get a large stock of Ice Arrows. You will be encountering many monsters of fire from here on.

This Adventure Leads You Underground

When you have entered the great hole of Agart, the Airship will automatically take you through the Underground World. It is a burning world without a tree or a blade of grass. Here, the Airship cannot travel over magma.

The Red Wings Again!

It's the Red Wings again, but they are not after Cecil this time. A war has already begun with cannonballs shooting all around. The Red Wings are in a battle against a Tank.

Cecil and his party are caught in the midst of fire. They hurry to escape, but the Airship is slow. A few shots hit the Enterprise, disabling the flight.
They make a close landing, finding themselves in front of a gigantic castle. This must be the Dwarve's Castle. Let's ask the King for help. There are Weapon and Armor Shops inside with useful items. Equip the party here and start on a journey to discover what perils await Cecil and his friends.

Item List

Here is the information on Items in the game to guide you in your adventure.

Normal Items These are items you use most often.

Item Name	Effect
Cure1	Recovers HPs of a party member. Effect: low. Can be used against Zombie Monsters.
Cure2	Recovers HPs of a party member. Effect: medium. Can be used against Zombie Monsters.
Cure3	Recovers HPs of a party member. Effect: high. Can be used against Zombie Monsters.
Ether1	Recovers MPs. Effect: low. Used on one person or enemy.
Ether2	Recovers MPs. Effect: high. Used on one person or enemy.
Elixir	Recovers HP and MP to max.
[illegible]	[illegible]
[illegible]	[illegible]
Tent	Recovers HPs and MPs of entire party. Effect: low. Used on the fields and Special Fields in dungeons.
Cabin	Recovers HP and MP of the entire party to max. Used on the fields and Special Fields in dungeons.
Carrot	Calls Big Chocobo. Use where it stops, like Chocobo.

Event Items Items needed for the progress of the story. Some Event Items do not affect the outcome of the story itself.

Item Name	Effect
Package	Given by the King. Cannot be used.
Baron	Needed to enter a secret passage in Baron.
Sandruby	A remedy for desert fever.
Twin Harp	
Magma	
[illegible]	

Other Items Special items which do not affect the outcome of the story.

Item Name	Effect
Pass	Needed to enter a secret place.
Whistle	
Rat	
Pink	
Pan	
Adamant	

Weapons

Swords are the weapon of Knights.

Weapon	Attack Power	Hit Rate	Special Effect	Effective Against	Equipped by Whom	Price
Shadow	10	80%	darkness		DK	
Darkness	20	85%	darkness		DK	
Blades	30	90%	darkness, death		DK	
Legend	40	99%	sacred power		P	-
Light	49	99%	sacred power	-	P	
Ancient	35	77%	curse	spirits	P,D	
Brain	45	30%	drain HPs	-	P,D	
Fire	65	80%	fire	-	P,D	14000
Ice Brand	75	80%	ice	-	P,D	36000

The Spear is a Dragoon weapon used for aerial attacks

Weapon	Attack Power	Hit Rate	Special Effect	Effective Against	Equipped by Whom	Price
Spear	9	99%		-	D	60
Wind	45	80%		-	D	
Flame	66	80%	fire	-	D	11000
Flame	75	80%	extra die		D	21000
Drain	88	22%	drain HPs		D	
Dragon	99	99%	-	-	D	
Gungnil	92	80%	-	-	D	
Holy	100	95%	sacred power	spirits	D	

Weapon	Attack Power	Hit Rate	Special Effect	Effective Against	Equipped by Whom	Price
Mace					DK	
Dwarf	62	80%	-	-	DK,D,Ch	15000
Ogre	80	84%		giants	DK,D,Ch	45000
Poison	95	60%		giants	DK,D,Ch	
Rune Axe	?	?	?	?	?	?

Bows have low hit rates. Needs Rosa's Arm" command to make hits.

Weapon	Attack Power	Hit Rate	Special Effect	Effective Against	Equipped by Who
Short Bow	10	30%	aerial	-	DK,C,B,Wh,Bl,Ch
Cross Bow	20	35%	aerial		DK,C,B,Wh,Bl,Ch
Great Bow	30	40%	aerial		DK,C,B,Wh,Bl,Ch
Archer	40	30%	aerial	-	DK,C,B,Wh,Bl,Ch
Elven Bow	90	75%	aerial	-	DK,C,B,Wh,Bl,Ch
Samurai	60	80%	aerial		DK,C,B,Wh,Bl,Ch

Arrows are used with the Bow, and are consumed after use. You need both to attack.

Arrow	Attack Power	Hit Rate	Special Effect	Effective Against	Equipped by Whom	Price
Iron	3	0%			DK,C,B,Wh,Bl,Ch	0
Holy	10	0%	sacred power	undead, spirits	DK,C,B,Wh,Bl,Ch	20
Fire	15	0%	fire		DK,C,B,Wh,Bl,Ch	30
Ice	15	0%	ice	-	DK,C,B,Wh,Bl,Ch	30
Line	15	0%	lightning	machines	DK,C,B,Wh,Bl,Ch	30
Darkness	20	0%	darkness		DK,C,B,Wh,Bl,Ch	40
Poison	30	0%	poison		DK,C,B,Wh,Bl,Ch	70
Mute	35	0%	silence		DK,C,B,Wh,Bl,Ch	90
Charm	40	0%	charm	giants	DK,C,B,Wh,Bl,Ch	140
Samurai	50	0%	-	-	DK,C,B,Wh,Bl,Ch	-
Artemis	75	0%		dragons	DK,C,B,Wh,Bl,Ch	

Whips are the weapon of the experienced Caller. Can attack from rear row without losing hit rate.

Whip	Attack Power	Hit Rate	Special Effect	Effective Against	Equipped by Whom	Price
Chain	30	55%	bind	-	C	6000
Blitz	40	60%	lightening, bind	-	C	20000
Flame	50	65%	fire, bind	-	C	-

The Knife is short in length and low in power, but effective against certain enemies.

Knife	Attack Power	Hit Rate	Special Effect	Effective Against	Equipped by Whom	Price
Silver	20	99%	-	spirits	DK,D,C,B,Bl,N	4000
Assassin	28	94%	-	-	DK,D,C,B,Bl,N	-
Mute	35	75%	silence	wizards	DK,D,C,B,Bl,N	-

Short Japanese swords. Only the Ninja can equip.

Sword	Attack Power	Hit Rate	Special Effect	Effective Against	Equipped by Whom	Price
Short	25	90%			N	4000
Middle	32	90%	-	-	N	7000
Long	40	90%	-		N	100
Ninja	48	90%	-		N	
Murasame	55	90%	-	-	N	
Masamune	65	99%			N	

Weapon	Attack Power	Hit Rate	Special Effect	Effective Against	Equipped by Whom	Price
Boomerang	20	80%	aerial		N	3000
Full Moon	40	85%	aerial		N	-
Shuriken	40	99%			N	20000

Claws are worn on attack hands. Use the hand with which you want to attack.

Weapon	Attack Power	Hit Rate	Special Effect	Effective Against	Equipped by Whom	Price
Fire Claw	0	80%	fire		K,N	5
Ice Claw	0	80%	ice	-	K,N	5
Thunder	0	80%	thunder	machines	K,N	50
Charm	0	50%	charm	giants	K,N	
Poison	0	90%	poison		K,N	
Cat Claw	0	99%	sleep		K,N	

Hammers are used by the Thief. Held with both hands.

Weapon	Attack Power	Hit Rate	Special Effect	Effective Against	Equipped by Whom	Price
Wooden	55				Th	
Silver	55	75%	-	spirits, machines	Th	3000
Stick	65	75%		machines	Th	

Black Magic is cast on these weapons. When used to attack, brings the effect of Black Magic.

Weapon	Attack Power	Hit Rate	Special Effect	Effective Against	Equipped by Whom	Price
Rod	3	45%			C,N,Bl	80
Ice Rod	5	45%	ice	reptiles	C,S,Bl	220
Flame Rod	7	45%	fire	-	C,S,Bl	350
Thunder Rod	10	90%	thunder		C,S,Bl	700
Magic Rod	15	50%			C,S	
Wand	90	55%	-	-	C,S,Bl	5000

White Magic is cast on these weapons. Performs White Magic when used.

Weapon	Attack Power	Hit Rate	Special Effect	Effective Against	Equipped by Whom	Price
Staff	4	45%		+	PC,S,Wh	160
Cane	8	50%	-	-	PC,S,Wh	450
Silver Cane	2	55%		undead	PC,S,Wh	800
Axe	40	99%	Berserk		C,S,Wh	
Whip	36	60%	-	-	C,S,Wh	
Scythe	8	65%			C,S,Wh	

By playing the harp, you can give physical and mental damage to the enemy.

Weapon	Attack Power	Hit Rate	Special Effect	Effective Against	Equipped by Whom	Price
Dreamer	8	85%	sleep	-	B	
Charm	8	90%	charm	-	B	

Armor

The Shield can be held in one hand. Stronger characters should equip it.

Shield	Defense Power	Defense Rate	Effective Against	Equipped by Whom	Price
Iron		20%		DK,D,Ch	100
Shadow		25%		DK	200
Black	2	25%		DK	400
Paladin	2	25%		P	700
Silver	3	30%		DK,D,Ch	900
Fire	3	20%	ice	DK,D,Ch	1200
Ice	3	30%	fire	DK,D,Ch	2000
Diamond	4	35%	thunder	DK,D,Ch	4000
Aegis	4	40%	petrification	DK,D,Ch	20000
Samurai	5	30%		DK,D,Ch	
Dragoon	6	45%	fire,ice,th	DK,D,Ch	
Crystal	7	40%		P	

Cloth caps are included under Helmets. Wizards are able to wear caps.

Helmet	Defense Power	Defense Rate	Effective Against	Equipped by Whom	Price
Cap	1	5%		all except DK	60
Headband	1	10%	charm	all except DK	450
Leather	2	6%		all except DK	700
Circlet	3	7%		C,S,Wh,Bi,L	700
Iron	3	0%		DK,P,D,Ch	150
Bandanna	3	12%		all except DK	60
Shadow	4	0%		DK	360
Darkness	5	0%		DK	600
Wizard	5	8%		C,S,P,Wh,Bl,L	2000
Ninja	5	24%	sleep	all except DK	2000
Black	6	0%		DK	900
Paladin	7	0%		P	4000
Tiara	7	10%	thunder	C,Wh	20000
Silver	8	0%		P,DK,D,Ch	4000
Diamond	9	0%	thunder	P,DK,D,Ch	8000
Ribbon	9	12%	ribbon	all except DK	
Samurai	10	0%		DK,D,P,N	
Dragoon	11	0%	fire,ice,th	P,DK,D,Ch	
Crystal	12	0%	fire,ice,th	P	

These armor come in pairs to be worn on both hands. List includes Rings and Bracelets.

Ring/Bracelet	Defense Power	Defense Rate	Effective Against	Equipped by Whom	Price
Ruby Ring	0	0%	pig	all except DK	800
Iron	2	0%		DK,D,P,Ch,L	130
Shadow	2	0%		DK	260

Armor	Defense Power	Defense Rate	Effective Against	Equipped by Whom	Price
Iron Ring	2	10%	-	C,Wh,Bl,B,K,S,L	100
Strength	2	10%		DK,P,D,C,K,N,Ch	760
Darkness	3	0%	-	DK	320
Rune	3	10%	silence	C,Wh,Bl,B,K,S,N	2000
Black	4	0%	-	DK	800
Silver Ring	4	10%	-	C,Wh,Bl,B,K,S,N	650
Paladin	5	0%	-	P	3000
Silver	6	0%	-	D,P,Ch,L	2000
Diamond Ring	6	10%	thunder	C,Wh,Bl,B,K,S,N	4000
Diamond	7	0%	thunder	DK,P,D,Ch	5000
Samurai	8	0%	-	D,P,Ch,L	-
Dragoon	9	0%	fire, ice, lit	P,D,Ch	-
Crystal	10	0%	-	P	3000
Protect	10	15%	fire, ice, lit	all except DK	2000
Crystal Ring	?	?	?	?	?
Zeus	?	?	?	?	?
Cursed	?	?	?	?	?

Armor includes suits, gowns, and robes.

Armor	Defense Power	Defense Rate	Effective Against	Equipped by Whom	Price
Cloth	1	10%	-	all except DK, P, Bl	50
Leather	2	10%	-	all except DK	200
Bard	2	10%	silence	all except DK	700
Gaea	3	10%	earth	C,S,P,Wh,Bl,L	500
Karate	3	20%	-	all except DK	4000
Iron	4	0%	-	DK,D,P,Ch	600
Shadow	5	0%	-	DK	1100
Wizard	5	10%	-	C,S,P,Wh,Bl,L	1200
Darkness	7	0%	-	DK	2000
Black	8	10%	-	C,Bl,S,L	10000
Black Armor	9	0%	-	DK	3000
Bl. Belt	10	30%	-	all except DK	14000
Paladin	11	0%	-	P	8000
Sorcerer's Robe	12	10%	thunder	C,S,P,Wh,Bl,L	
Silver	13	0%	-	DK,P,D,Ch	17000
Fire	13	0%	ice	DK,P,D,Ch	30000
Ice	17	0%	fire	DK,P,D,Ch	35000
White Robe	18	10%	darkness	P,Wh,S,L	-
Diamond	19	0%	thunder	DK,P,D,Ch	-
Heroine	20	40%	bird	C,Wh	40000
Samurai	21	0%	-	DK,P,D,Ch,E	-
Dragoon	23	0%	fire, ice, lit	DK,P,D,Ch	-
Crystal	23	0%	-	P	-
Ninja	24	70%	-	N	64000
Power	?	?	?	?	?

Magic

White Magic gets stronger as your Will rating increases.
A = allies E = enemies

Spell	Type	MP Consumption	Effect	Cast by Whom	Object
Cure1	recovery	3	recovers HPs (low)	P,C,S,Wh	1/all ally/enemy
Cure2	recovery	9	recovers HPs (med)	P,S,Wh	1/all ally/enemy
Cure3	recovery	18	recovers HPs (high)	S,Wh	1/all ally/enemy
Cure4	recovery	40	recovers HPS (max)	S,Wh	1/all ally/enemy
Heal	recovery	20	heals hold, poison	P,S,Wh	1 ally, all enemy
Life1	recovery	8	recovers swoon	S,Wh	1 ally/enemy
Life2	recovery	52	recovers swoon to max	S,Wh	1 ally/enemy
White	attack	5	immobilization	C,S,Wh	1 ally/enemy
Mute	attack	6	disables magic	S,Wh	1 ally/enemy
Charm	attack	10	confusion	S,Wh	1 ally/enemy
Blink	attack	8	avoid 2 attacks	S,Wh	1 ally, all enemy
Slow	attack	14	slows time	S,Wh	1/all ally/enemy
Fast	attack	25	speeds time	S,Wh	1 ally, all enemy
Berserk	attack	18	increase attack	S,Wh	1 ally/enemy
White	attack	46	sacred power	S,Wh	1 ally/enemy
Wall	defense	30	bounce back magic	S,Wh	1 ally/enemy
Peep	special	1	check ability	P,S,Wh	1 ally/enemy
Size	special	6	change size	S,Wh	1/all ally/enemy
Exit	special	10	escape from combat	P,S,Wh	-
Sight	special	2	look at map	C,S,Wh	-
Float	special	8	avoid quake attack	S,Wh	all ally

Black Magic is used mainly for attacks. Magic gets stronger as your Wisdom rating goes up.

Spell	Type	MP Consumption	Effect	Cast by Whom	Object
Fire1	attack	5	fire attack (low)	C,S,Bl	1/all ally/enemy
Fire2	attack	15	fire attack (med)	C,S,Bl	1/all ally/enemy
Fire3	attack	30	fire attack (high)	C,S,Bl	1/all ally/enemy
Ice1	attack	5	ice attack (low)	C,S,Bl	1/all ally/enemy
Ice2	attack	15	ice attack (med)	C,S,Bl	1/all ally/enemy
Ice3	attack	30	ice attack (high)	C,S,Bl	1/all ally/enemy
Lit1	attack	5	lightning attack (low)	C,S,Bl	1/all ally/enemy
Lit2	attack	15	lightning attack (med)	C,S,Bl	1/all ally/enemy
Lit3	attack	30	lightning attack (high)	C,S,Bl	1/all ally/enemy
Virus	attack	20	virus attack	C,S,Bl	1/all ally/enemy
Weak	attack	25	weaken	C,S,Bl	1 ally/enemy
Quake	attack	30	cause earthquake	C,S,Bl	all enemy
Fatal	attack	35	take life	C,S,Bl	1 ally/enemy
Nuke	attack	99	nuclear attack	C,S,Bl	1 ally/enemy

Spell	Type	MP	Consumption Effect	Cast by Whom	Object
Meteo	attack	50	drop meteors	C,S,Bl	1 ally/enemy
Venom	attack	2	poison attack	C,S,Bl	all ally/enemy
Sleep	attack	12	put to sleep	C,S,Bl	1/all ally/enemy
Stop	attack	9	stop motion	C,S,Bl	1/all ally/enemy
Drain	attack	18	take HPs	C,S,Bl	1 ally/enemy
Psych	attack	0	take MPs	C,S,Bl	1 ally/enemy
Toad	special	7	change into toad and back	C,S,Bl	1/all ally/enemy
Pig	special	3	change into pig and back	C,S,Bl	1/all ally/enemy
Warp	special	4	return to the floor before	C,S,Bl	-
Stone	special	15	petrify	C,S,Bl	1/all ally/enemy

Ninja Magic was developed from White and Black Magics. Gets stronger as Wisdom goes up.

Spell	Type	MP Consumption	Effect	Cast by Whom	Object
Flame	attack	15	fire attack	N	all enemy
Flood	attack	20	tidal waves	N	all enemy
Blitz	attack	25	thunder attack	N	all enemy
Pin	attack	5	bind	N	1 ally/enemy
Image	attack	6	improves defense rate	N	1 ally/enemy
Smoke	special	10	escape from combat	N	-

A monster is summoned to attack enemies. Stronger monsters can be called as Wisdom goes up.

Spell	Type	MP	Consumption Effect	Cast by Whom	Object
Asura	recovery	50	random effect	C	all ally
Sylph	special	25	takes HPs	C	1 ally/enemy
Chocobo	attack	7	Chocobo kick	C	1 ally/enemy
Mist	attack	20	breath of mist	C	1 ally/enemy
Titan	attack	40	angers the earth	C	all enemy
Shiva	attack	30	freezing blizzard	C	all enemy
Indra	attack	30	judgement by thunder	C	all enemy
Jinn	attack	30	sun flames	C	all enemy
Levia	attack	50	tidal attack	C	all enemy
Odin	attack	45	sword attack	C	all enemy
Bahamut	attack	60	megaflare attack	C	all enemy

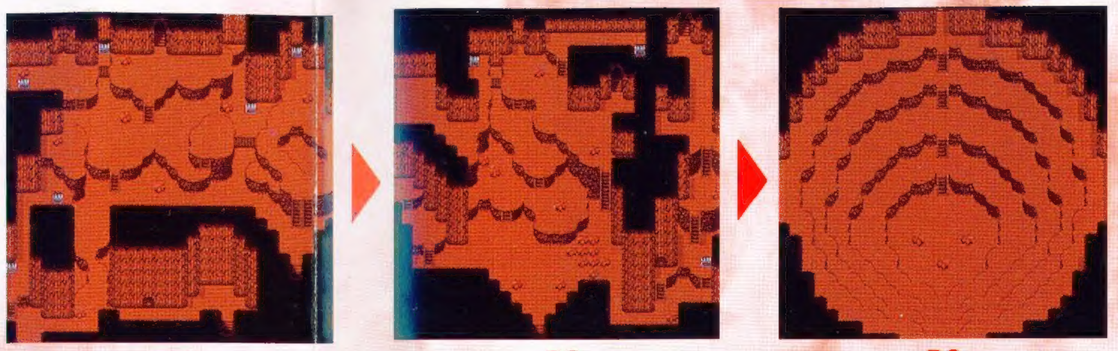
Black Magic spells cast together by the twins. Cannot be used alone.

Spell	Type	MP	Consumption Effect	Cast by Whom	Object
Comet	attack	20	weaker version of Meteo	Palom&Polom	all enemy
Flare	attack	10	weaker version of Nuke	Palom&Polom	1/ all enemy

Memo

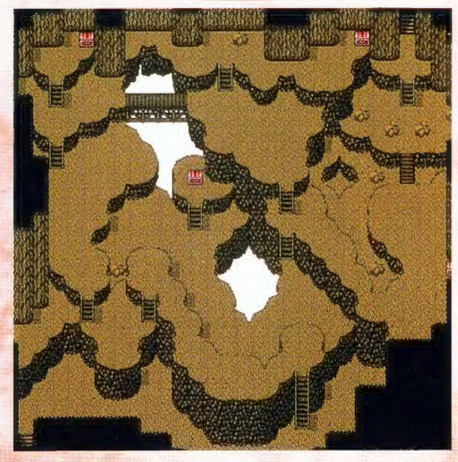
FINAL FANTASY II
MAP COLLECTION

ANTLION'S NEST

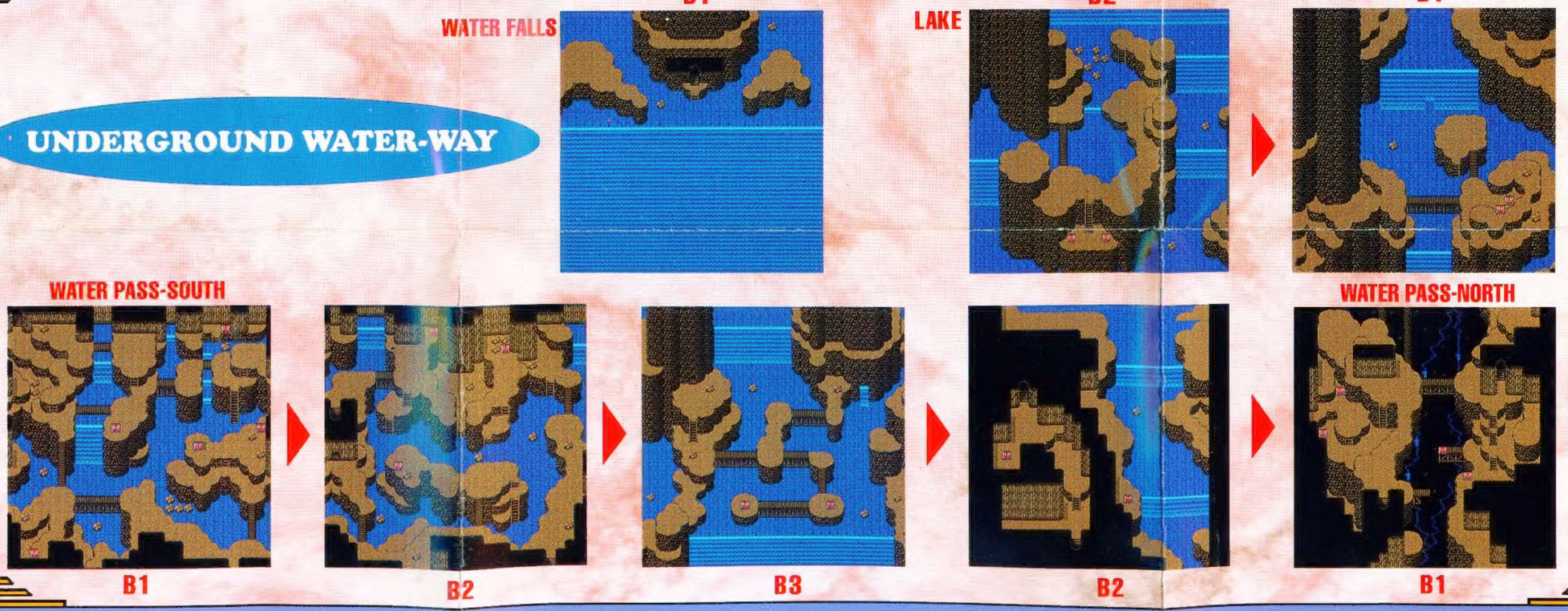


B1 B2 B3

CAVE OF MIST

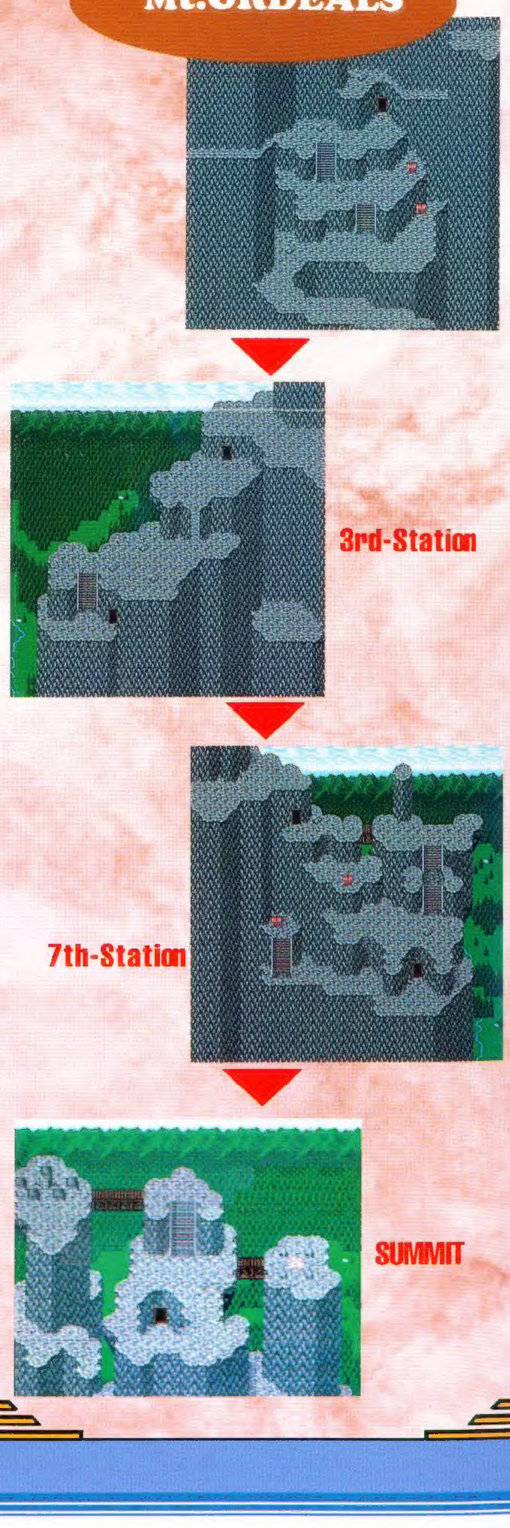


UNDERGROUND WATER-WAY

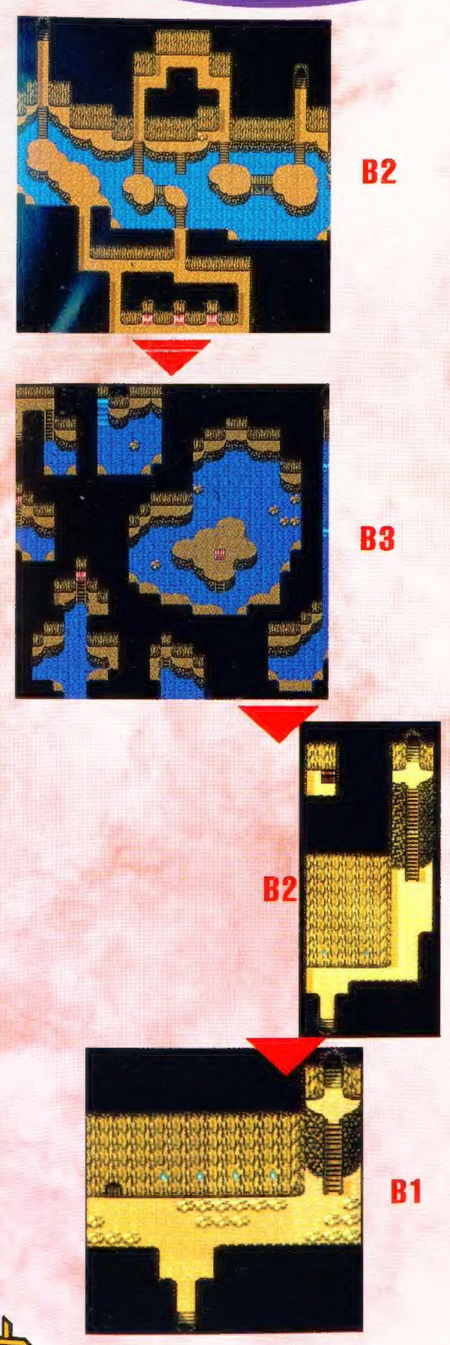


Mt.HOBS

Mt.ORDEALS



OLD WATER-WAY



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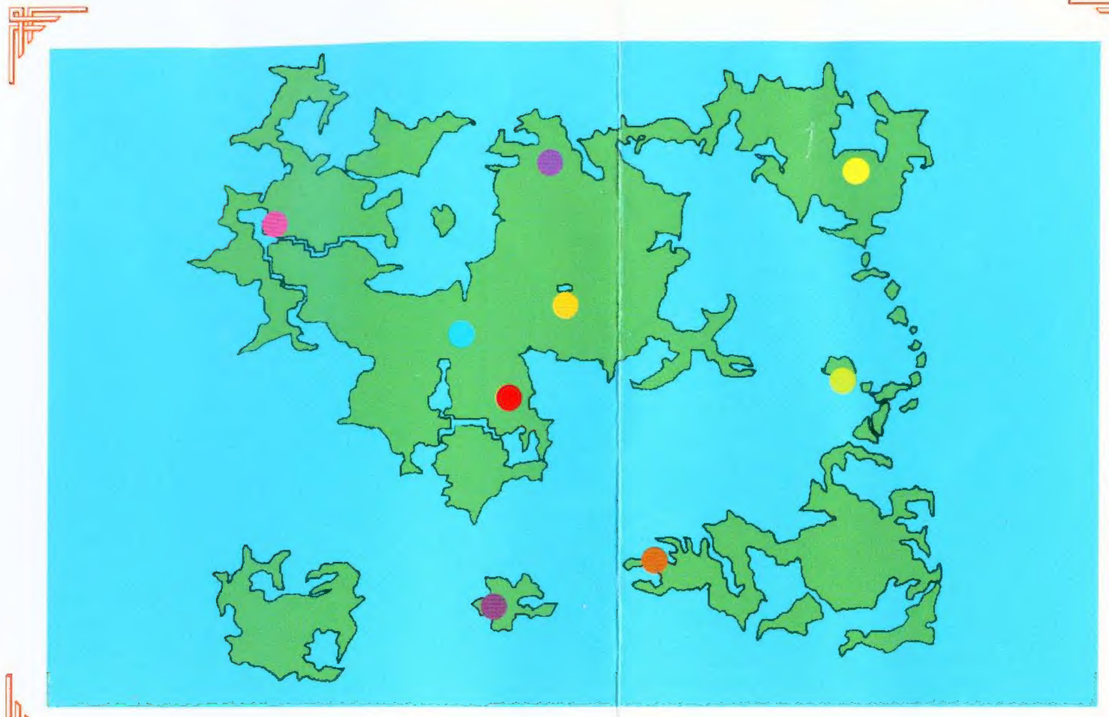
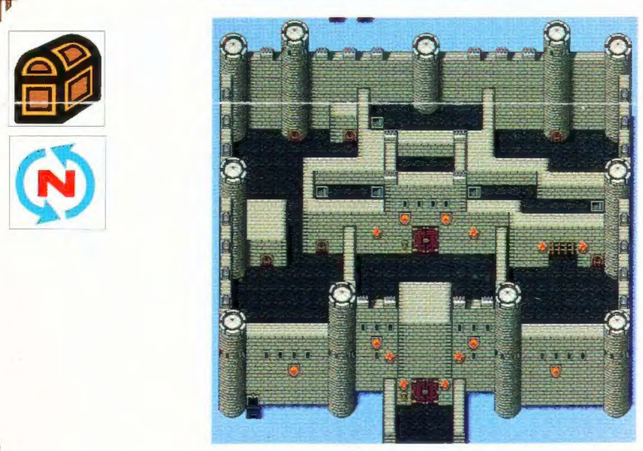


CASTLE OF BARON



TOWN OF BARON

TOROIAN CASTLE

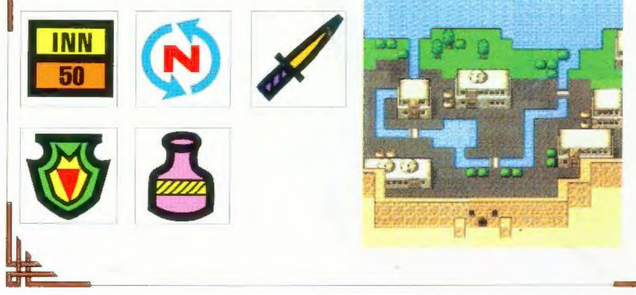
TOWN OF TOROIA

SILVERA

AGART

VILLAGE MIST

KAIPO



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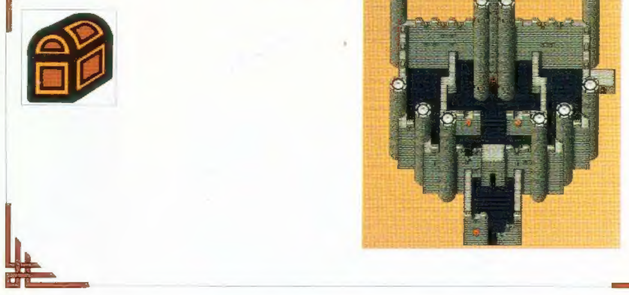

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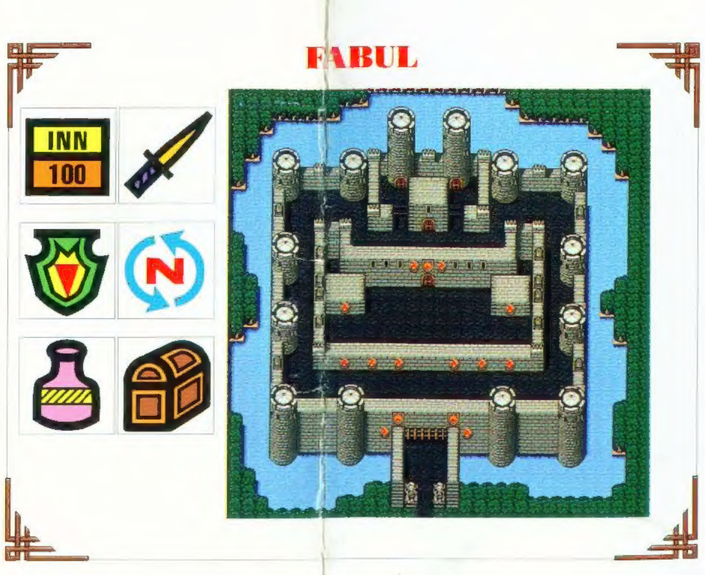
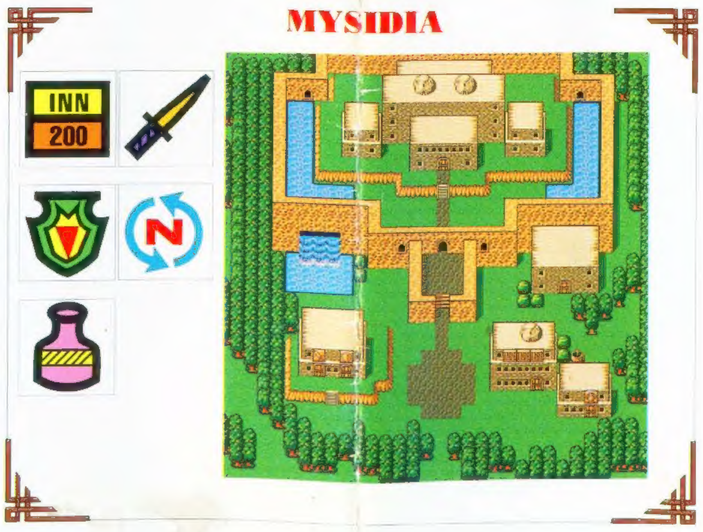


MYSIDIA



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